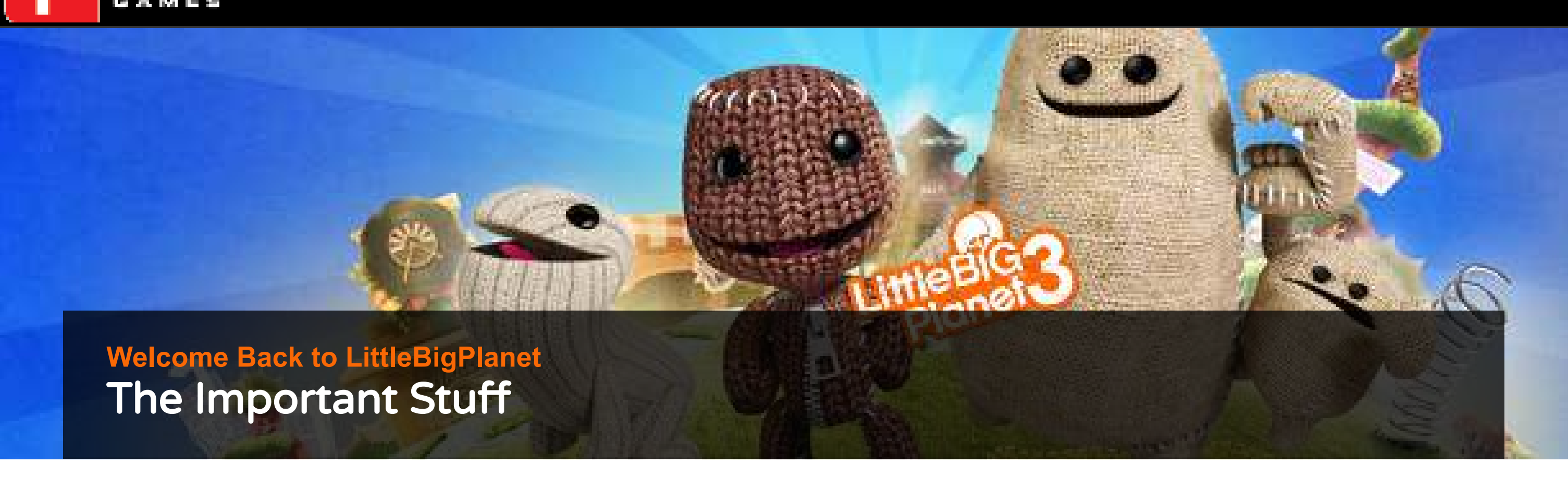


Welcome Back to LittleBigPlanet

The Important Stuff

HELLO THERE, SACK-CHUM

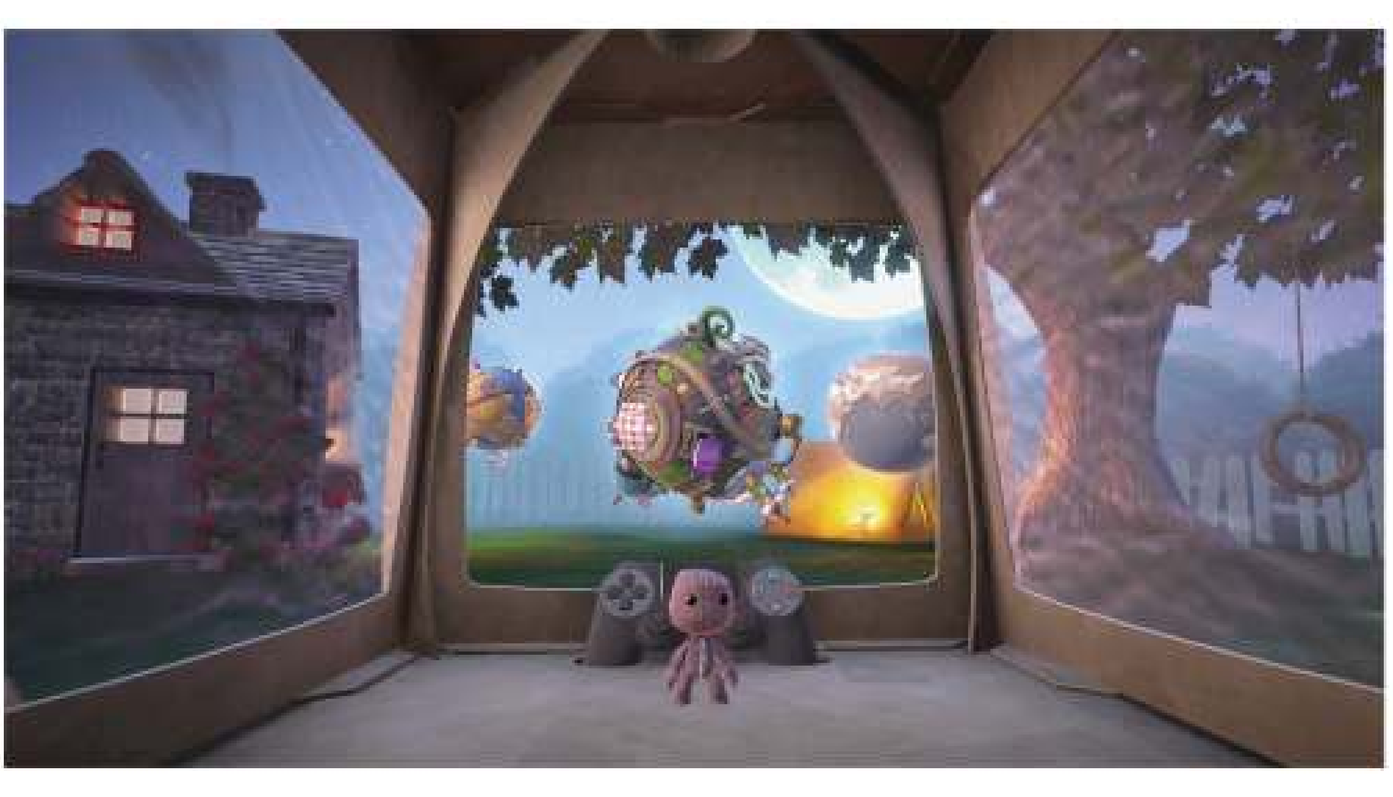
Can you think of anything more adorable than a freshly stitched sack person? We thought not. Perhaps you're meeting them for the very first time? Or are you already quite familiar with these brave little adventurers from the previous games? Either way, you might be surprised at all the things your sack person can do, as well as the bazillion new ways you now can customize and control them! Let's start with the basics.

Navigating Menus

Having options is important, and you have two when it comes to navigating menus in *LittleBigPlanet 3*. Move the left stick or press the directional buttons to highlight options, and then press ⊗ to confirm the selection. To cancel an option or return to a previous menu, just press ◉. See how easy that is?

Behold, Your Pod!

Your sack person has a special place to call home and connect to the whole of the *LittleBigPlanet 3* experience. It's called the Pod, a room with a controller sitting smack-dab in the middle of the screen for your sack person to access the all-important Pod Computer. All your sack person needs to do is stand in front of it and press ▣ to start exploring.

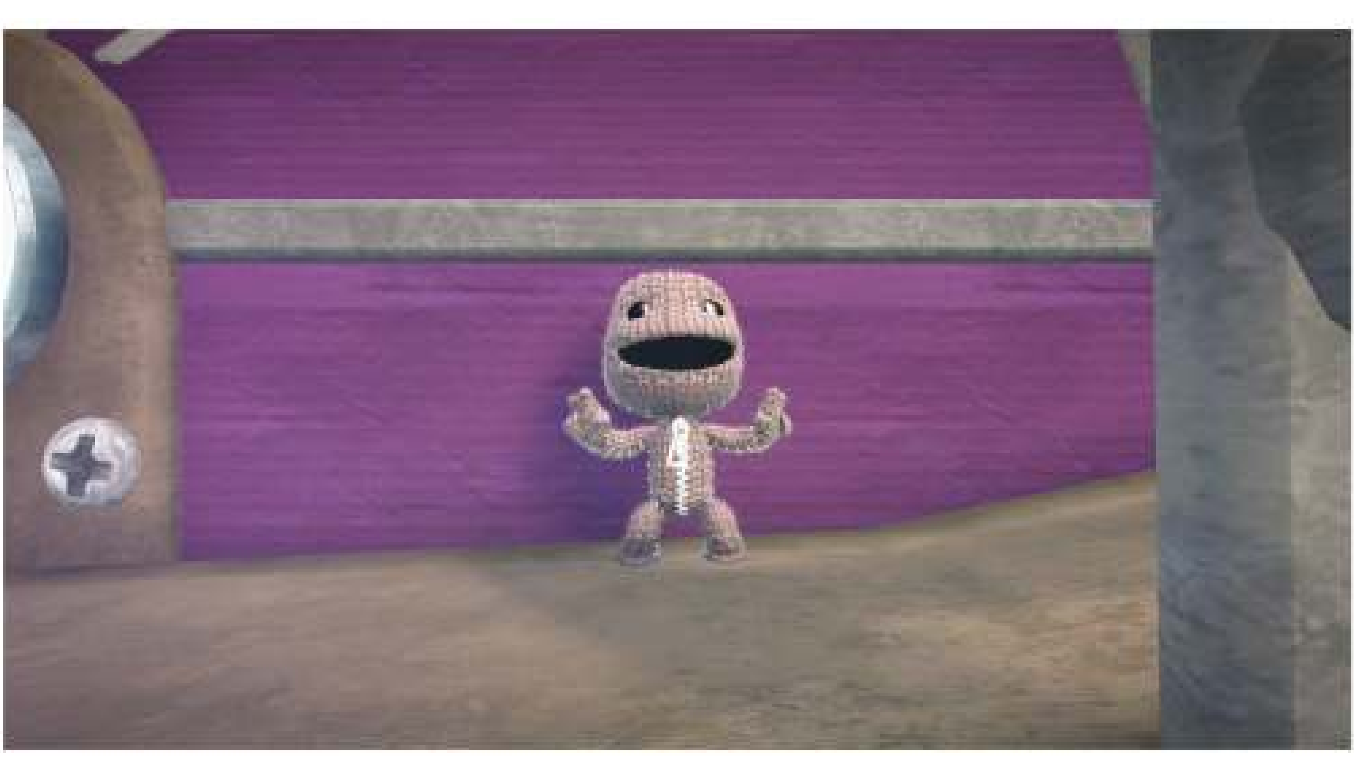


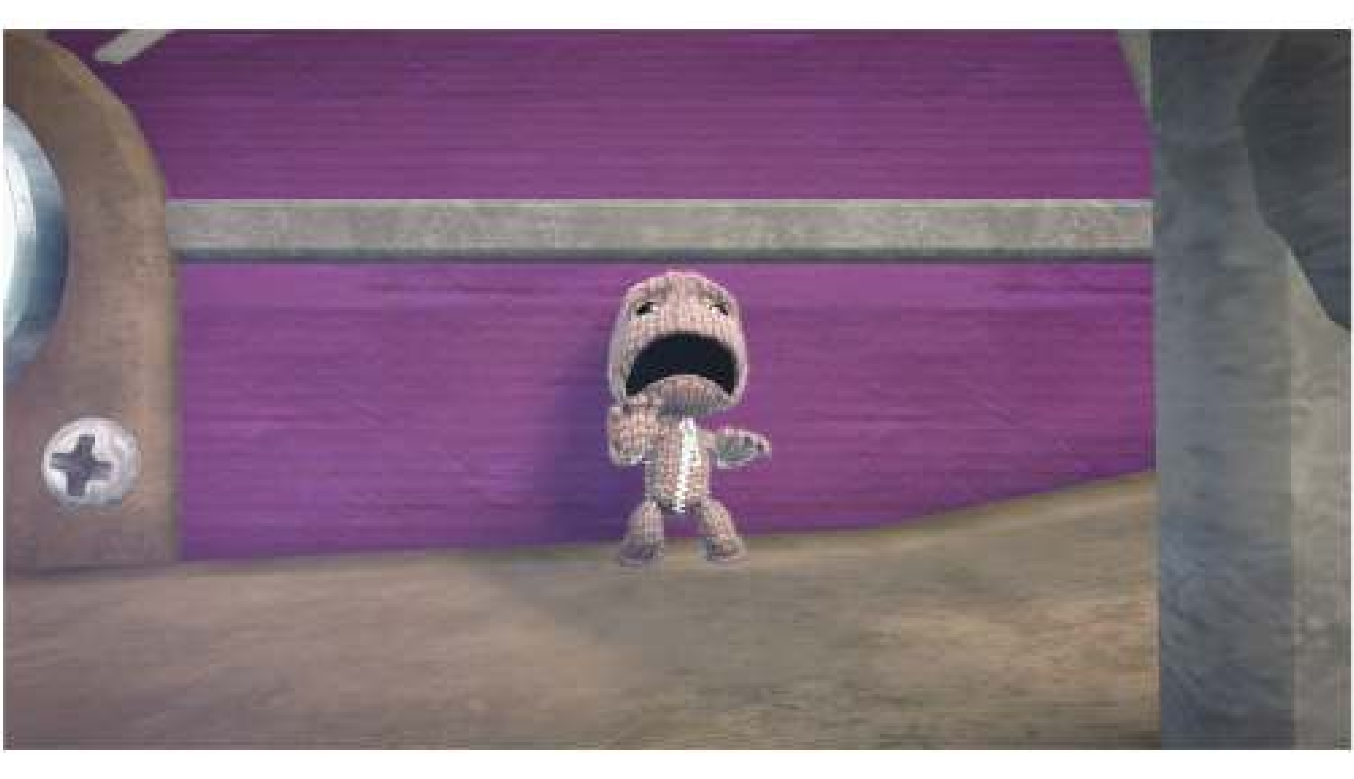
CONTROLLING YOUR SACK PERSON

Move the left stick to the left or right to guide your sack person in the chosen direction. Moving the stick more moves your sack person at a faster speed, while moving the stick less makes them move more slowly.

You can also move your sack person into the background or foreground, as each level has many different layers. Just move the left stick up away from you or back toward you to change your sack person's position in this way.

Your sack person is a born jumper. Tap ⊗ to make your sack person nimbly catch just a hint of air, or hold ⊗ to create larger leaps. Your sack person can also grab any soft object, like a sponge, when you press R1. While grabbing said object, they can push or pull it left or right. Tap ⊗ while tugging to really have your sack person put their back into it.





Sack folk tend to be pretty emotional, so don't be afraid to show how you really feel! You can bring all kinds of emotions into play with your sack person by pressing the directional buttons. Press a button once to spark a desired reaction, and then press it additional times to intensify it. Press ✚ for a Happy Mood, ✚ for a Sad Mood, ✚ for a Scared Mood, and ✚ for an Angry Mood.

Your sack person's hand motions match their reaction. Hold L2 and move the left stick to control the left arm's movements, and hold R2 and move the right stick to control the right arm.

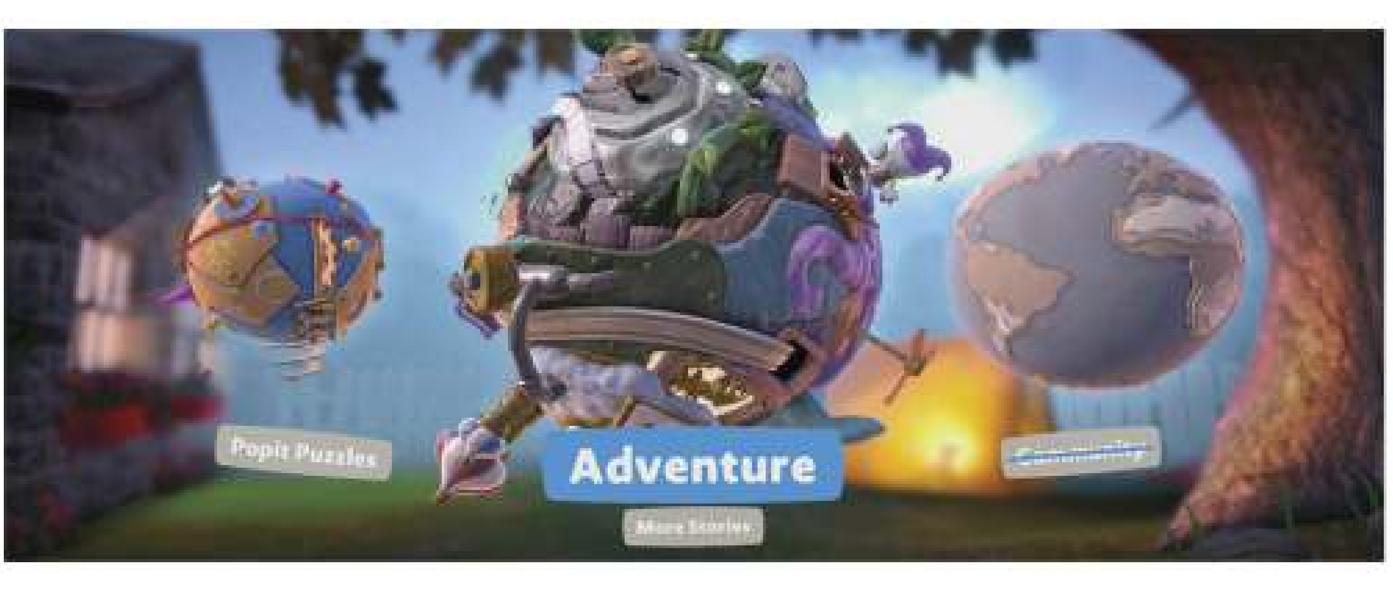
You can also tilt your whole wireless controller to move your sack person's head. But wait, that's not all you can do! Your sack person has another secret talent: dancing. Just click L3 (that's the left stick), and then tilt the wireless controller around to make your sack person boogie.

PLAY

Play is where you can find all kinds of fun things to do. Stave off boredom, test your skills, check out what the rest of the *LittleBigPlanet 3* community has been doing, or continue on your grand adventure.

Adventure

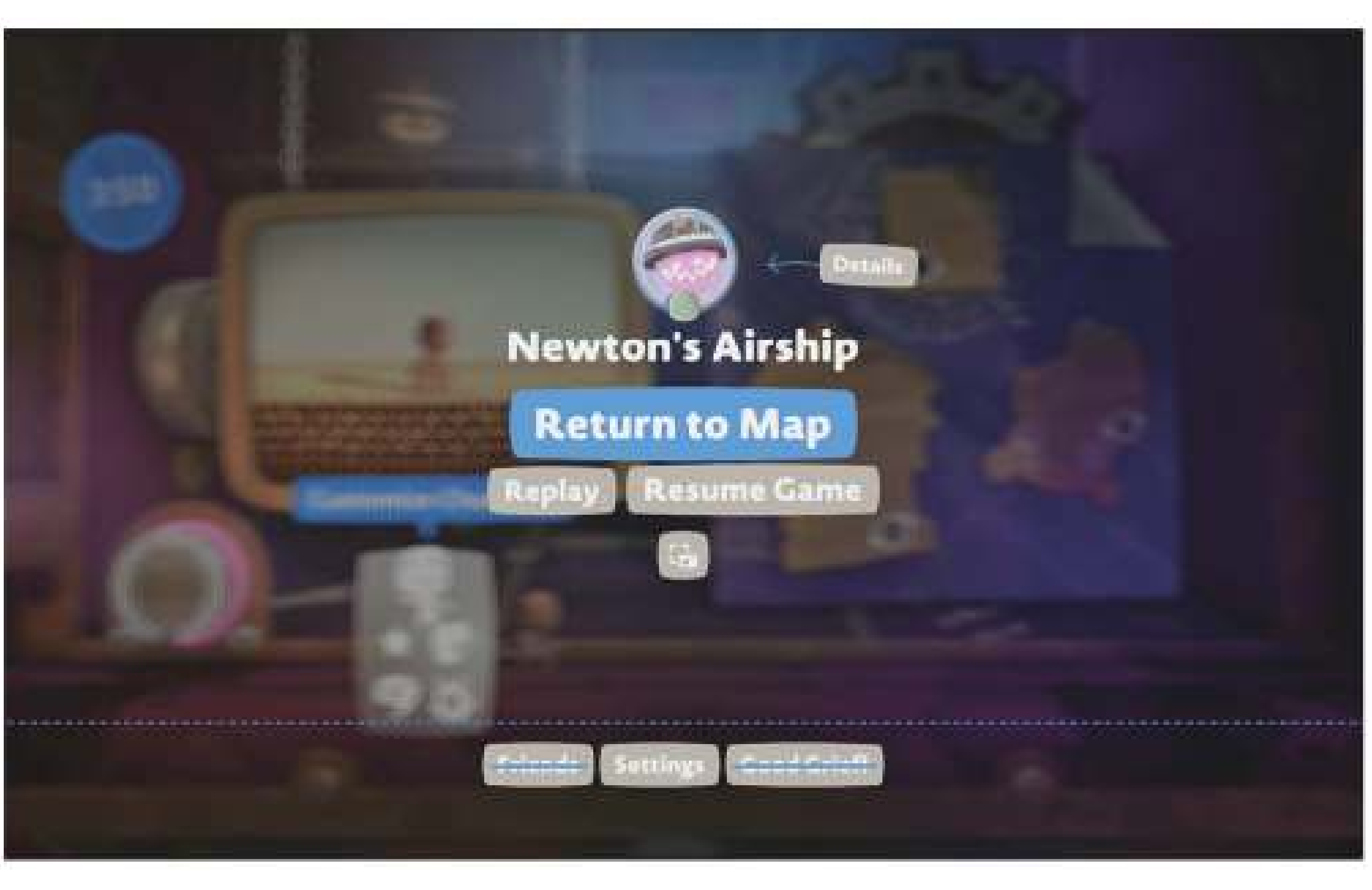
Bunkum is a world where creativity thrives. It's been in danger before, but this problem was solved, thanks to the work of three now-mythical heroes: Toggle, Oddsock, and Swoop.



Unfortunately, Bunkum is in danger yet again, and it's up to your sack person to save the planet. To do so, they must find the three heroes and work with them to restore Bunkum's Creative Heart. It's a mission that requires skill and determination—not to mention a whole lot of creative thinking!

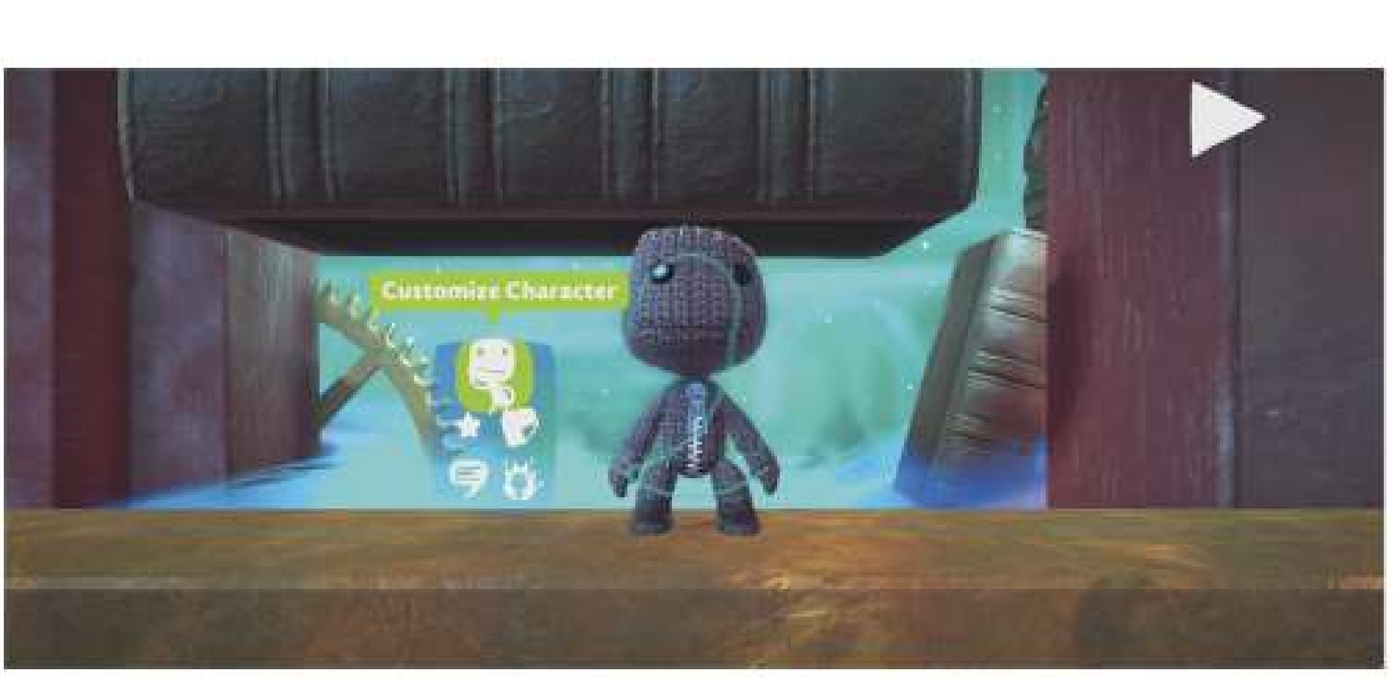
Pause Menu

Press the OPTIONS button to freeze time in the game world and gain access to some of the most frequently used commands. Here, you can return to the map to leave your current level, replay the level from the beginning, or simply get back into the game.



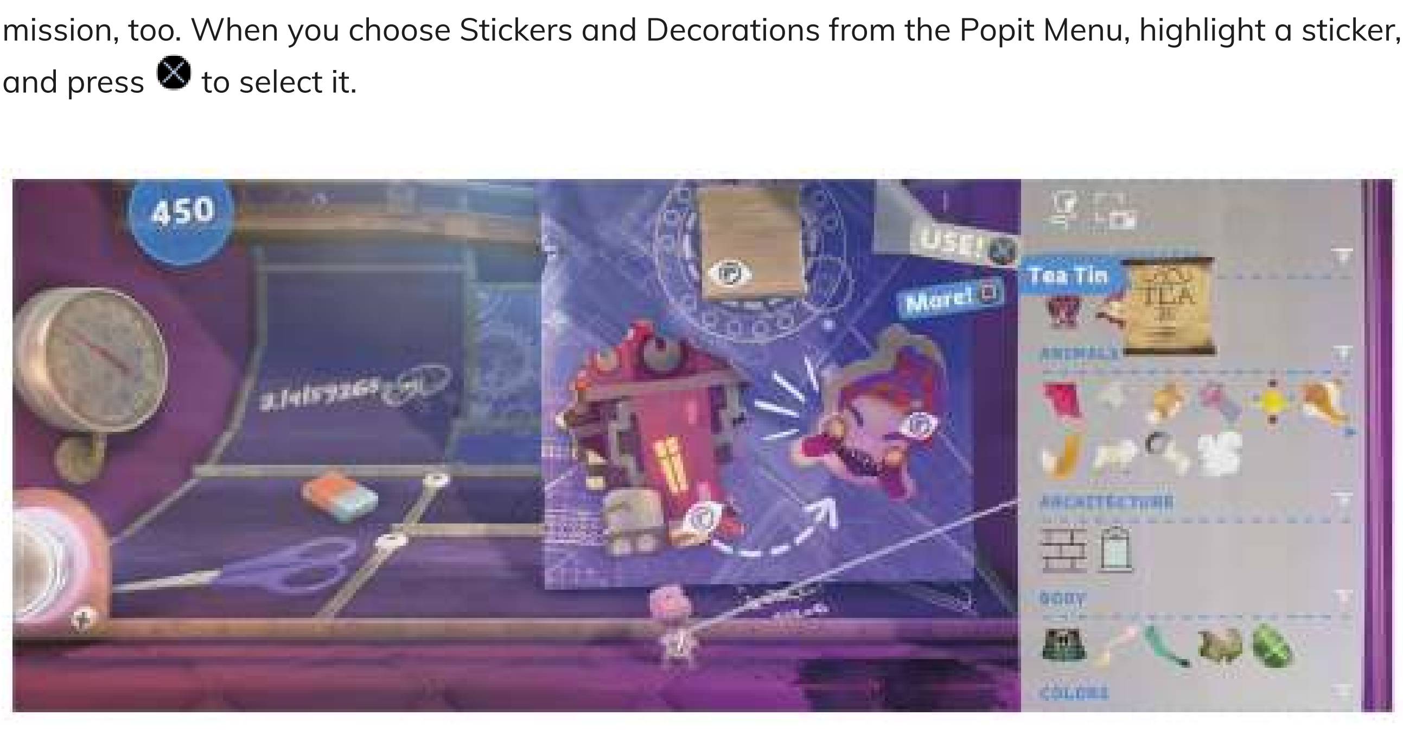
Just Popit!

On your journey through *LittleBigPlanet 3*'s Adventure Mode, you're going to need a whole lot of tools and customization options. That's where the Popit Menu comes into play. Just press ▣ to open it up. Here, you can choose to customize your character, check out your ever-burgeoning collection of Stickers and Decorations, view objects you have Hearted, text other players, or retry a level from the latest Checkpoint.



Let's Play with Stickers

Your sack person loves to play with stickers, and they can be important when you're on a mission, too. When you choose Stickers and Decorations from the Popit Menu, highlight a sticker, and press ⊗ to select it.



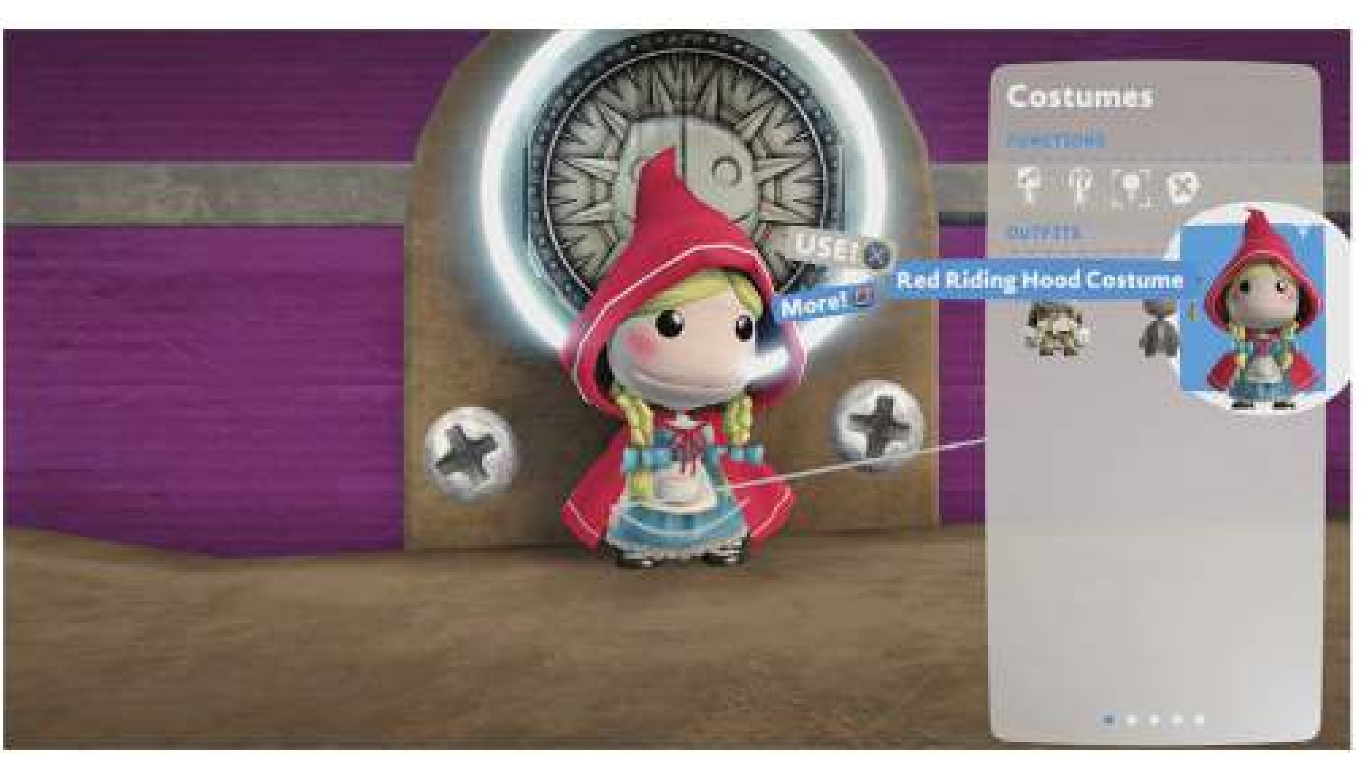
Now, you can spin the sticker around, or make it bigger or smaller with the right stick. Move it around to the exact spot you want it with the left stick or touch pad, and then press ⊗ to stick it there!

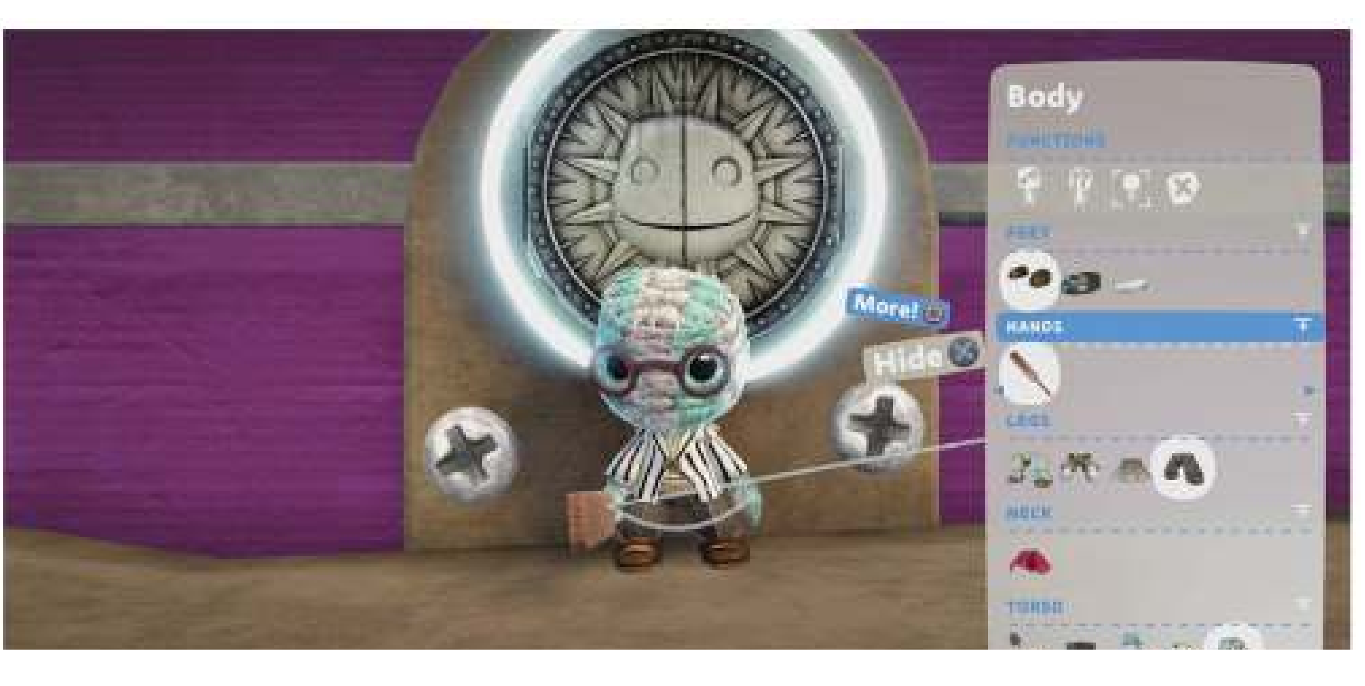
Is there anything more satisfying than hanging your own artwork? Well, what about sticking it in place instead? That's right—you can create your very own stickers by taking pictures with your PlayStation®Eye/PlayStation®Camera, and then selecting them from among your Stickers and Decorations. Let your inner artist take over!

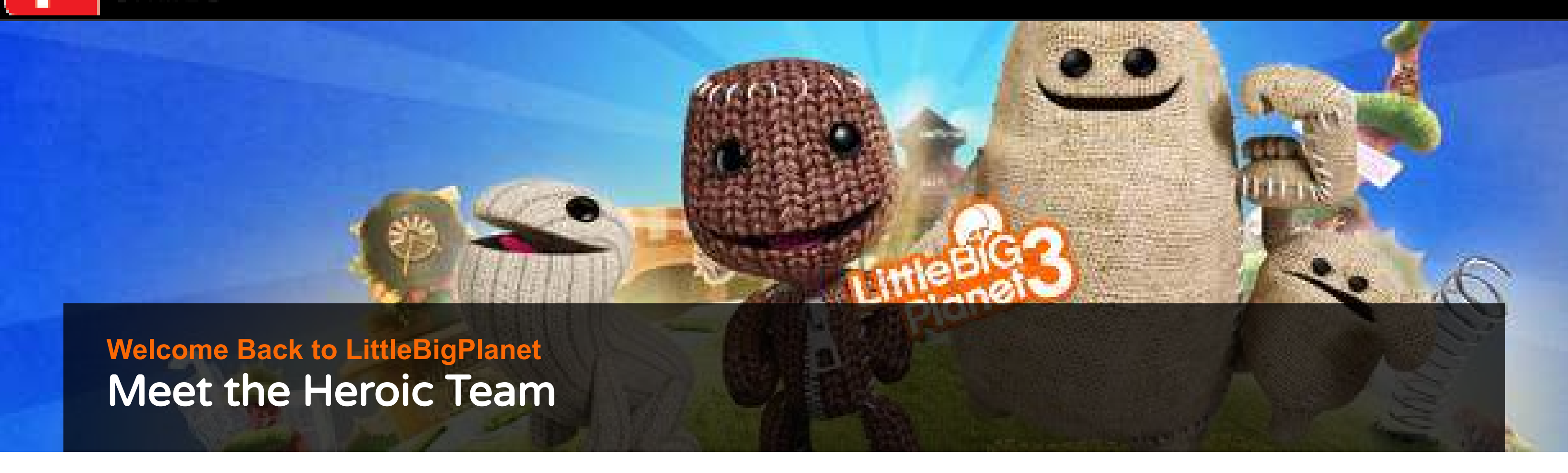
Costumes and Customization

Costumes and customization options practically fling themselves at you as you journey through *LittleBigPlanet 3*. You'll collect them as you go, and you can find them all in the Popit Menu.

All of the options are nicely sorted for you, like drawers in your dresser. You can choose your sack person's Costume and Materials, the clothing and customization for their head and body, and your Player Color.







Welcome Back to LittleBigPlanet

Meet the Heroic Team

Your sack person is on a special quest—but they're not alone! That's because several talented companions, once thought to be mythical, are coming together to help your sack person accomplish what they've set out to do. Ready to meet the heroes?

SWOOP

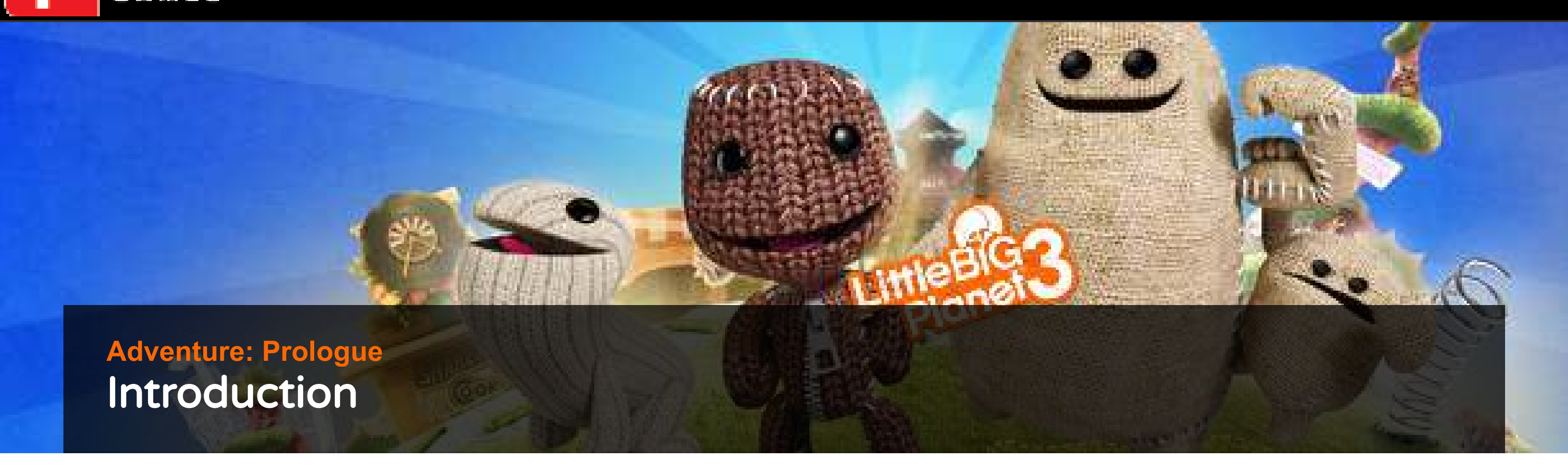
Swoop is a bird with a special ability. Can you guess what it is? (Here's a hint: Swoop has wings.) That's right, Swoop can fly! When obstacles are approaching too rapidly to avoid, Swoop has the speed to get past them by swooping with R1. Swoop can also grab onto objects—even another character—and take flight. Simply land Swoop on an object, press R1 to grab it, press ⊗ to fly, and then release R1 to drop the object when the time is right.

ODDSOCK

Nobody knows exactly what Oddsock is, but one thing is certain: he has the agility to bound through levels with surprising ease. This doesn't mean Oddsock is invincible, but whenever you're stuck on a level, Oddsock is likely to be the one who can get you moving again. He can leap dramatically off of walls, jump the farthest, and slide down vertical walls with impressive speed.

TOGGLE

Toggle can be big or small, heavy or light, strong or fast. That kind of versatility is pretty rare, which is why Toggle is such a useful character to have around. Just press L1 to switch between big Toggle and little Toggle whenever you want. Big Toggle is heavy enough to weigh down spring platforms, pull heavy objects downward, and walk underwater. Little Toggle, on the other hand, can fit through tiny spaces and run along the surface of water because he's very lightweight. Experiment with whatever move combinations you can come up with as you switch between the two… you might just get more done than you think!



Adventure: Prologue

Introduction

Since LittleBigPlanet 2, the Craftverse has been merrily chugging along and creating with gusto. Indeed, things are so peaceful, it practically feels like a waking dream. This is how you find your sack person, blissfully tumbling down through the clouds...

A WARM WELCOME BACK!

Rightward Bound

Your sack person had better stretch out those little limbs upon landing. You wouldn't want to pull a loose thread now, would you? Upon arriving in LittleBigPlanet, send your sack person off to the right to start exploring. Press the Action button (⊗) to bound over any obstacles in the way.

XDEV
External Development Studio Europe

Dress For Success

No need to gad about the Craftverse in the same threads you start with. It's easy and satisfying to change up your appearance using the Popit. Press ▣ to open the Popit, highlight "Customize Character," and press ⊗.

Now you are free to peruse Costumes and Materials, along with head to toe accessories. Press L1 or R1 to switch between pages and outfit your sack person however you please! Throughout your adventure, there are a multitude of opportunities to increase the Popit wardrobe.

Hurry on up and scurry on up to the right, where a stage is missing its star: you!

Expressing Yourself

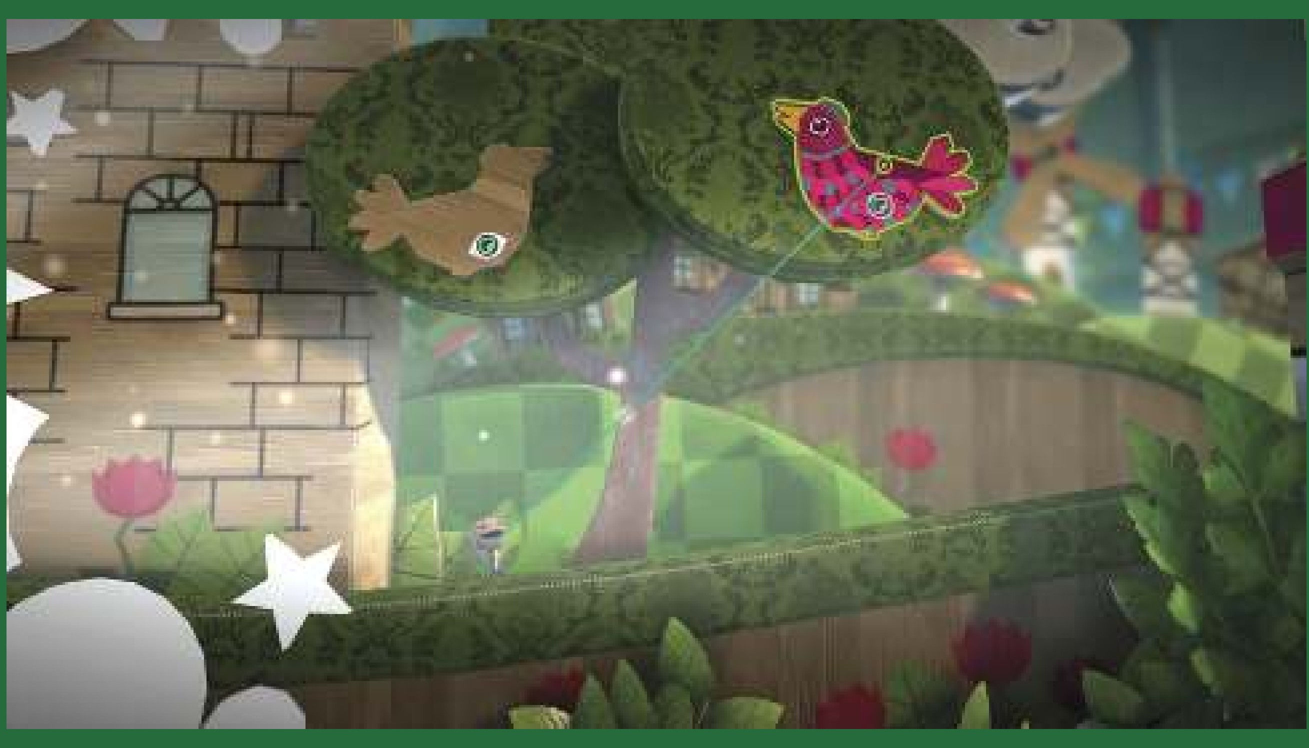
Lacking a voice is by no means an excuse not to make your sack person's feelings known. Use the directional buttons to change your sack person's mood. Press ✚ to be happy. Press ✚ to be angry. Press ✚ to be sad. Press ✚ to be scared. Pressing a directional button more than once increases the intensity of your sack person's emotional expression.

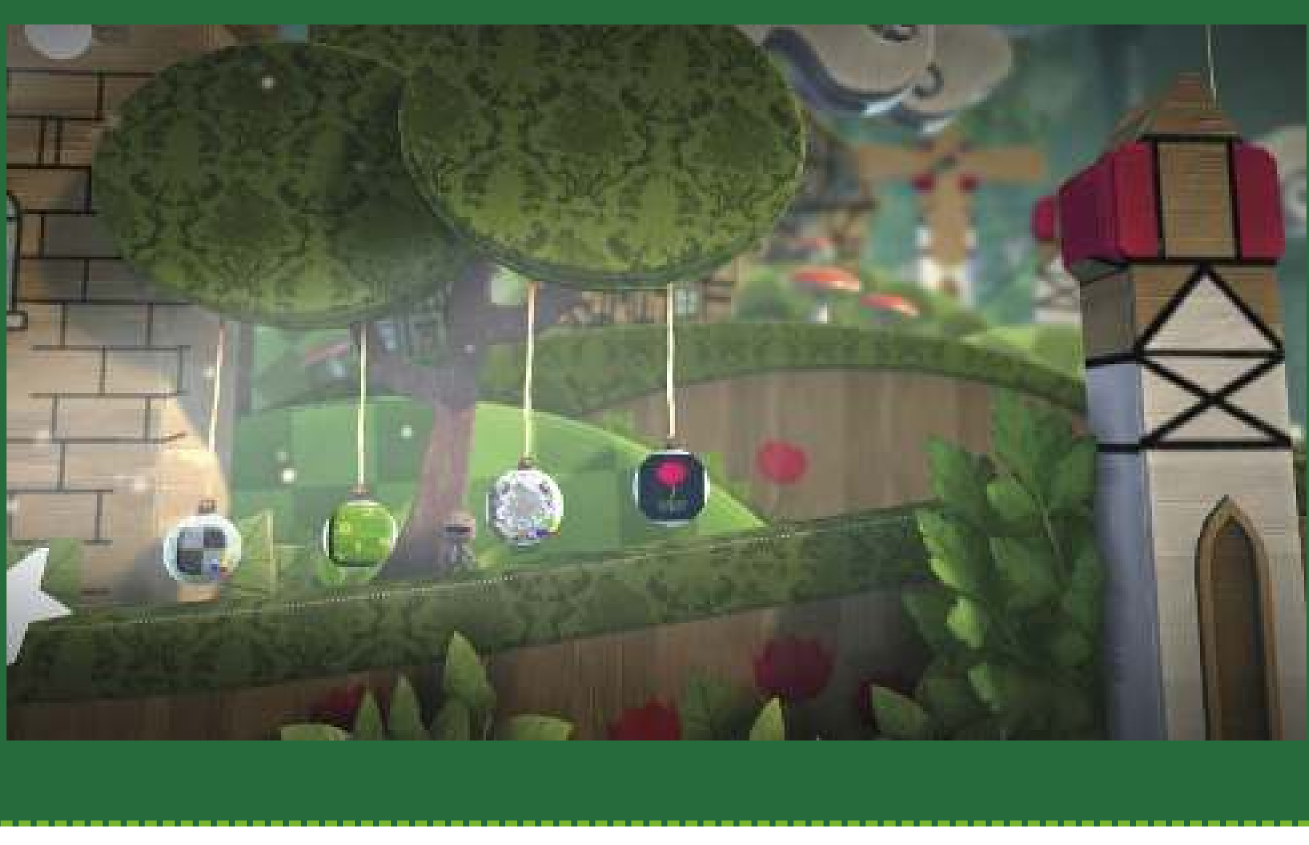
After hitting the mark and receiving applause and fanfare, your sack person is headed back off to the right.

The moment your sack person plops down back in the familiar surroundings of Da Vinci's Hideout, you discover someone else is watching your sack person's adventures, too... but who?

STICKER SUCCESS!

Once you have acquired the Chicken Sticker from Acing the Even Bosses Wear Hats Sometimes... level, return to this very spot! Slap them into the two sticker puzzle positions amid the treetops. Stamping each one releases its own pair of Prize Bubbles, for a total reward consisting of the **Check Denim Material**, **Fabric Field Material**, **Floral Fabric Material**, and **"Secret Gardens" Audio**.





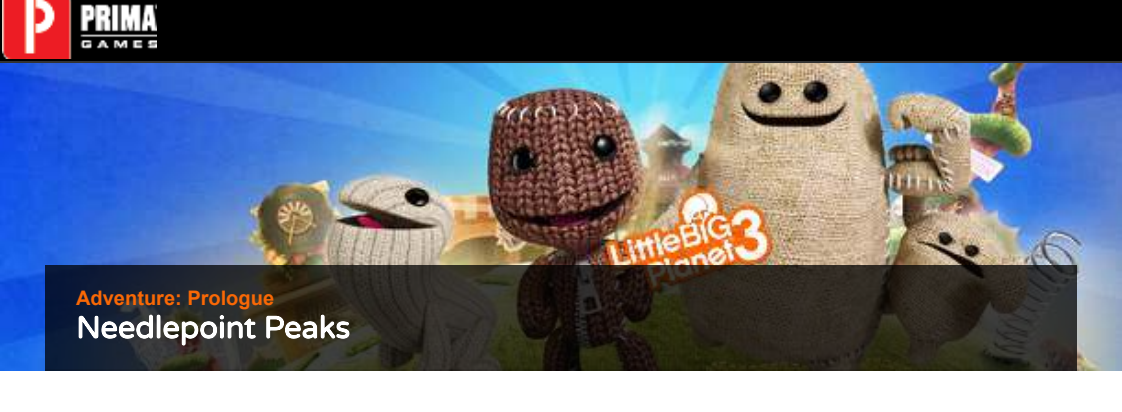
It seems this mysterious observer is quite excited to meet your sack person "in the fabric," so to speak.

Manning a complicated array of controls, the observer makes some accidental changes to the weather before successfully teleporting your sack person—and a good chunk of Da Vinci's Hideout—through a mysterious portal to an uncharted new planet: Bunkum!

THE LEGEND OF BUNKUM

Newton's the name of your sack person's apparent abductor. He's pleased as punch to show his good intentions, however. He offers a warm welcome to Bunkum, a planet thriving with creativity pushed into the atmosphere by its pumping Creative Heart.

Long ago, before the Negativitron, a trio of villains sucked up all the creativity in Bunkum. Three heroes emerged with speed, power, and grace to defeat the Titans, and restore Bunkum. However, a prophecy foretells doom at midnight, and Newton needs your help!



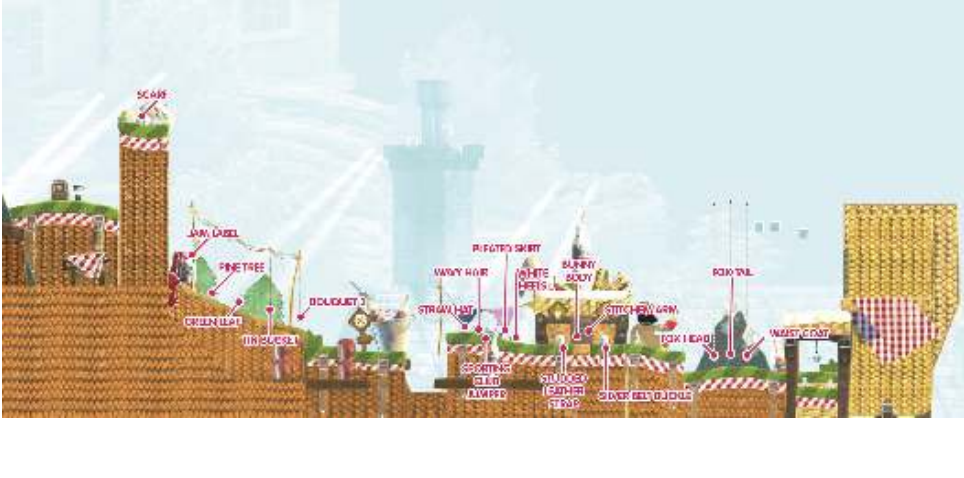
Adventure: Prologue

Needlepoint Peaks

Quite a change of scenery, this planet Bunkum! Your sack person has been summoned via an incomprehensible means to this new world. The view is fantastic from the apex of the Needlepoint Peaks. It's quite scenic, really, with plenty of bold mountaineers and picnics as far as the eye can see. And then there's Newton, the bulbous-headed fellow who summoned your sack person.

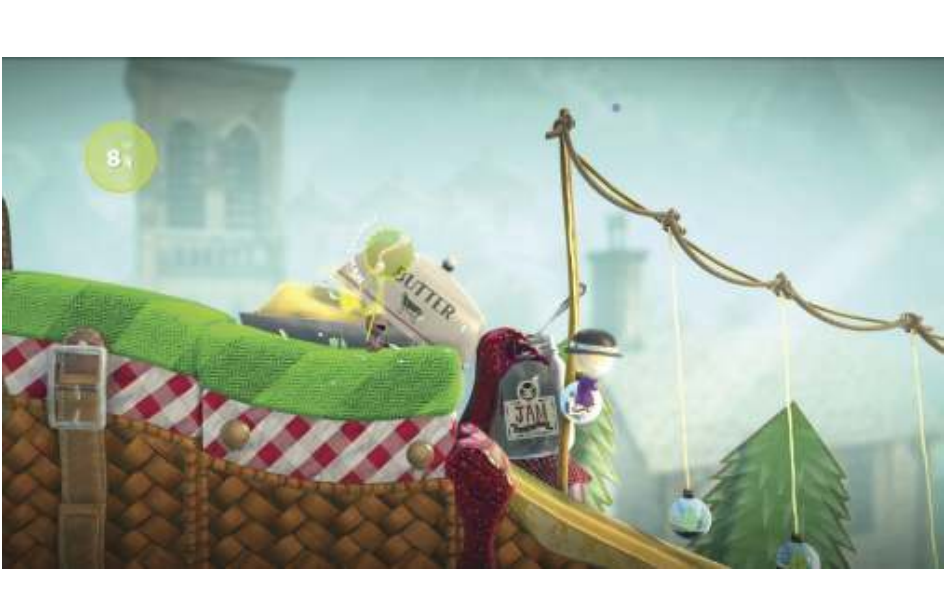
Some might say the constant avalanches do put a damper on things from time to time, but Newton seems to know his way around. He needs your sack person to accompany him as he descends the mountainous region. What's more, he has promised a present for you down below. What could it be?

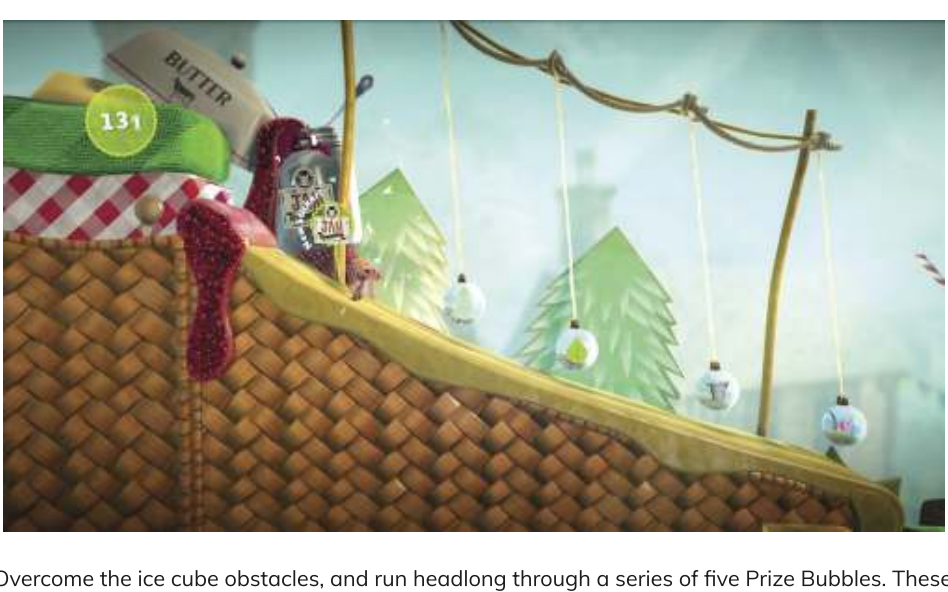
PICNIC AMONG THE PEAKS



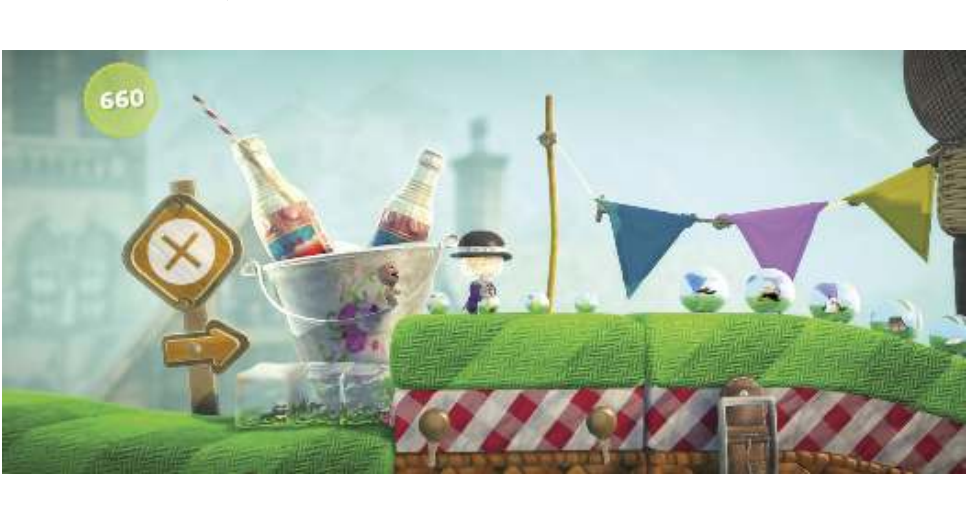
Follow the Leader!

Follow Newton's lead to the right, and pop a series of six Prize Bubbles (**Scarf Sticker**, **Jam Label Sticker**, **Pine Tree Sticker**, **Green Leaf Sticker**, **Tin Bucket Object**, and **Bouquet 3 Sticker**) as you slide down the slippery ramp ahead.

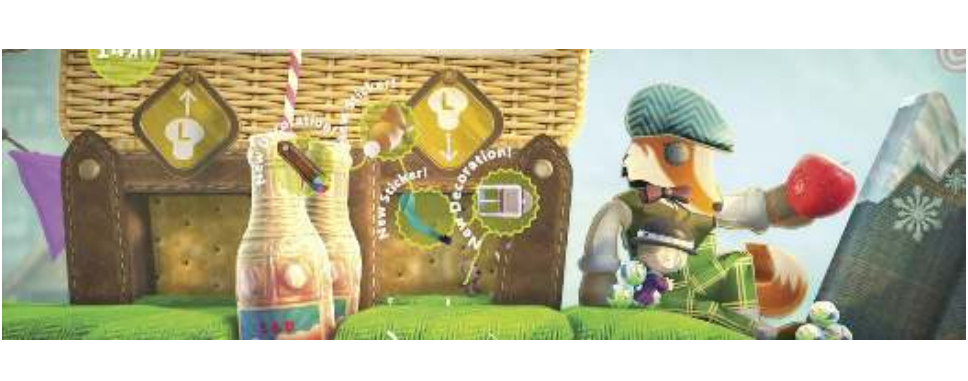




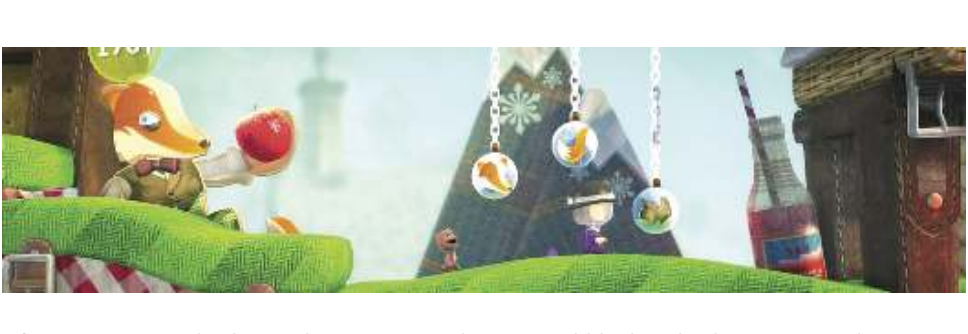
Overcome the ice cube obstacles, and run headlong through a series of five Prize Bubbles. These bubbles offer the **Straw Hat Costume**, **50s Wavy Hair Costume**, **Sporting Club Jumper Costume**, **Pleated Skirt Costume**, and **White Heels Costume**.



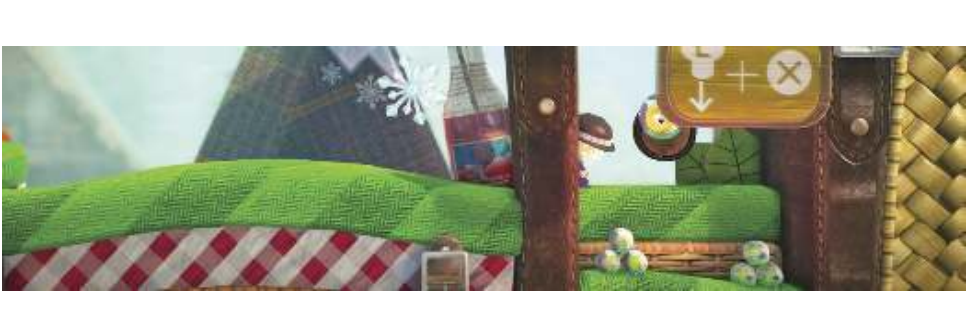
Continuing forward, press up on the left stick to duck through a picnic basket passage, and then press down on the left stick to emerge on the other side. Your sack person automatically pops a succession of Prize Bubbles to collect the **Leather Strap Decoration**, **Bunny Body Sticker**, **Stitchem Arm Sticker**, and **Silver Belt Buckle Decoration**.



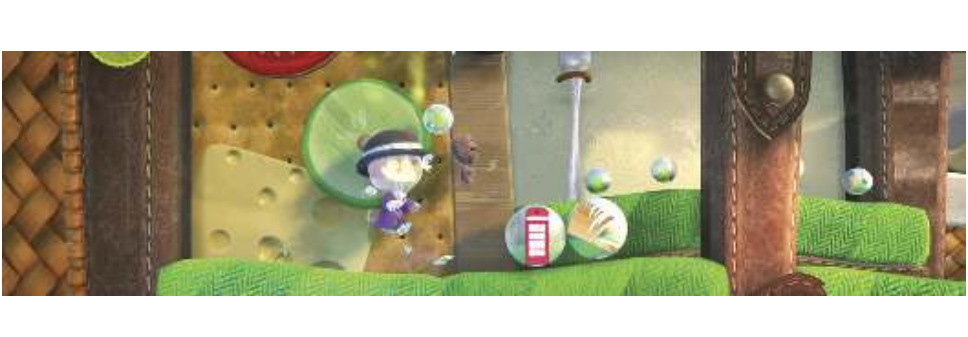
Just ahead, three Prize Bubbles rise and fall with clockwork regularity. Leap up to pop each one and snag the **Fox Head Sticker**, **Fox Tail Sticker**, and **Waist Coat Sticker**.



After activating a Checkpoint, be sure to pop the Prize Bubble directly above it to get the **Bunny Head Sticker**. Hold down on the left stick and press ⊗ to drop down the plush green steps and continue following Newton.

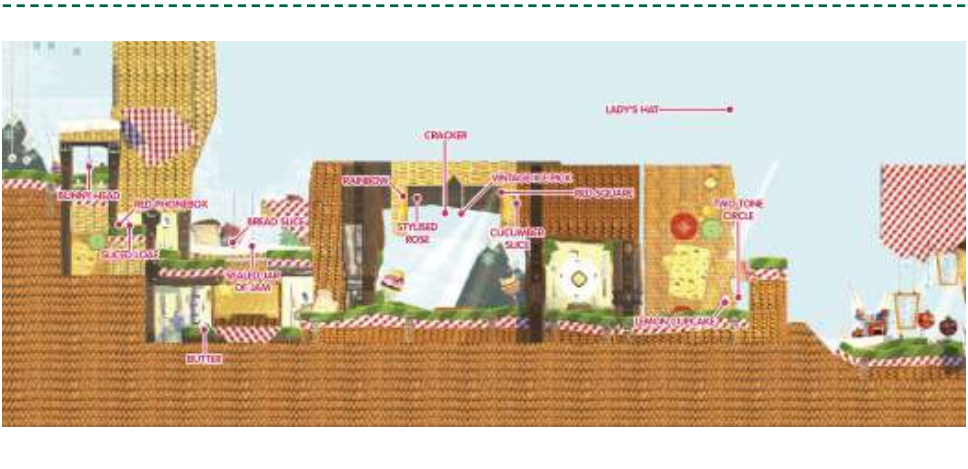


At the next location, two more Prize Bubbles that contain the **Red Phonebox Sticker** and **Sliced Loaf Sticker** await.

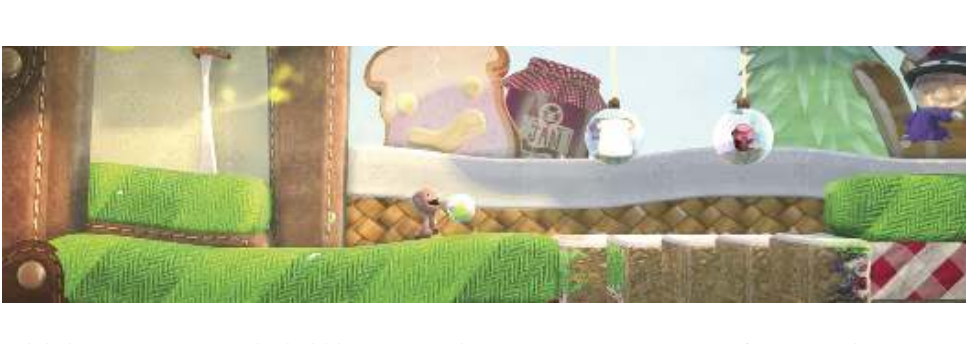


Follow Newton's lead, automatically jumping up a step and into a background layer before popping out the other side and dropping down to the open area.

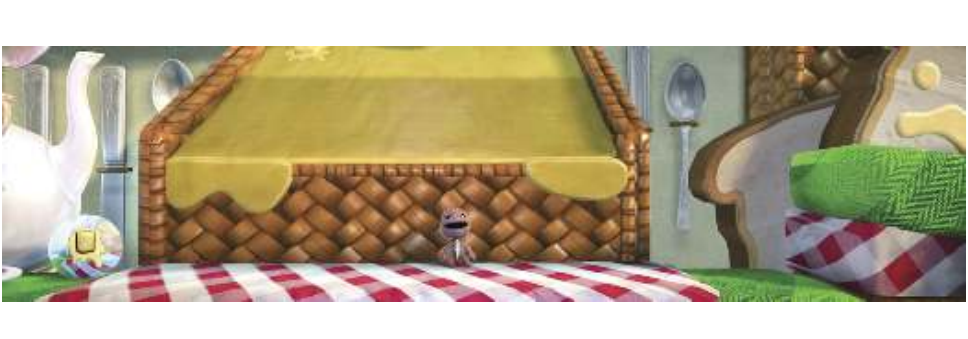
Try, Try Again



Two Prize Bubbles are suspended above some questionable-looking ice cubes. Too good to be true? Perhaps, but you know you want their delightful contents all the same! Doing so awards you the **Bread Slice Sticker** and **Sealed Jar of Jam Object**.



While leaping up to pop the bubbles, your sack person encounters a pair of jam jars plopping into place and purposely preventing progression. Pity. Your sack person naturally has no choice but to drop down another slick slide into the front layer. To the far left is a lone Prize Bubble. Burst it to add the **Butter Decoration** to the Popit.



Hold To Retry!

Exploring nooks and crannies has a tendency to get one in tight spots. If you ever find your sack person in dire straits, with no exit in sight, fear not. Open the Popit, highlight "Hold to Retry!," and then hold

⊗

until your sack person bursts from within and reappears at the nearest active Checkpoint. In this case, it's located just to your right.

Boost of Self-Esteem

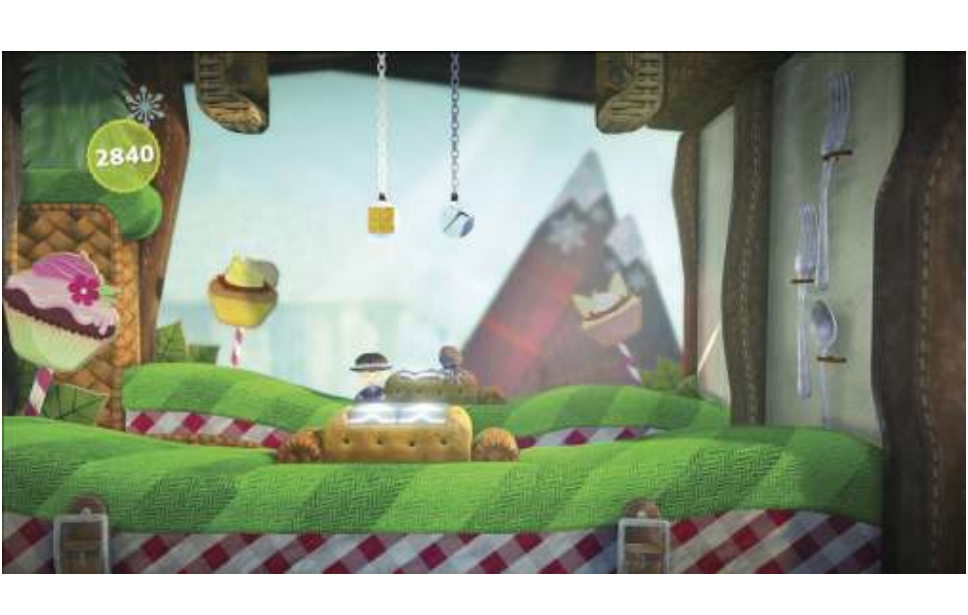
Once you have the Boost Boots, there's no need to pop your sack person to proceed. Simply use the boots to reach the next Checkpoint with ease. This is the key to beating the level with No Lives Lost.

BOOST OF SELF-ESTEEM

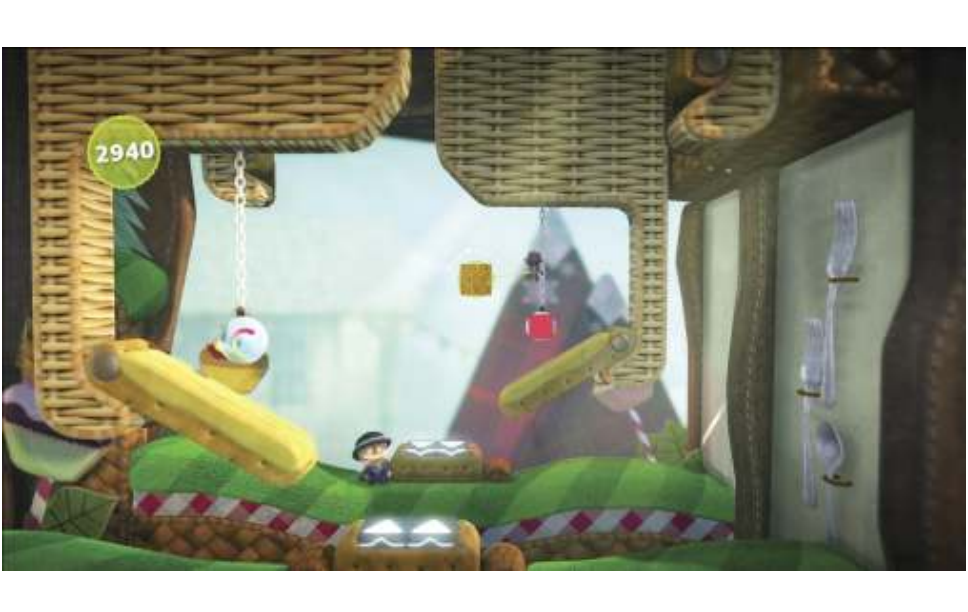
Once you have the Boost Boots, there's no need to pop your sack person to proceed. Simply use the boots to reach the next Checkpoint with ease. This is the key to beating the level with No Lives Lost.

Delicious Free Launches

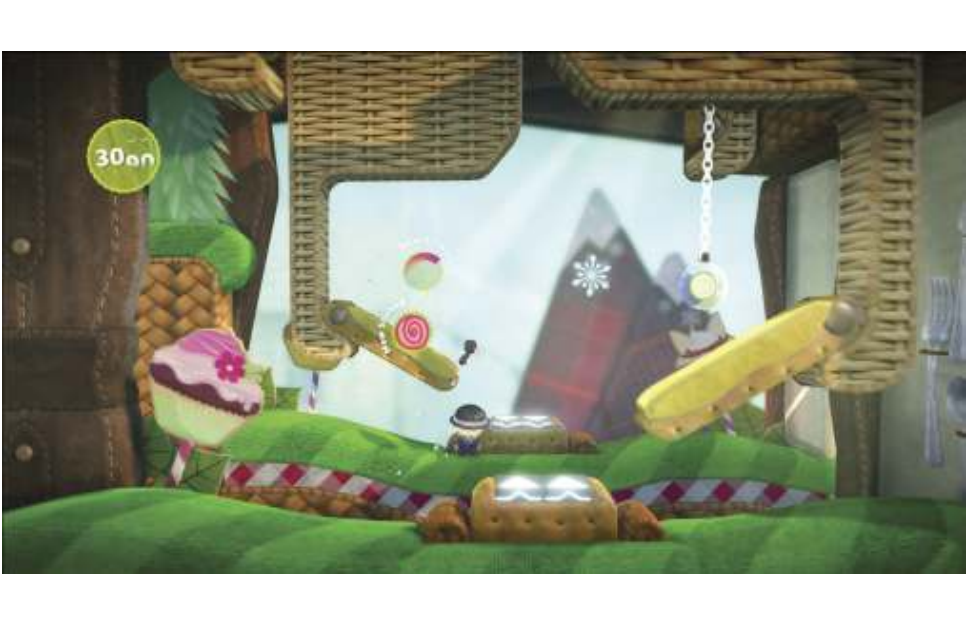
With that minor setback behind you, it's time to move onward. In the next area, a brand new method of moving through the air awaits your arrival. The nifty new pair of Layer Launchers is located there. Hop onto one and it propels you either forward or backward between layers, depending on which direction the arrow is pointed. Bounce back and forth to pop the two Prize Bubbles in the center of the screen containing the **Vintage Ice Pick Object** and **Cracker Material**.



Two more Prize Bubbles appear: one to the left in the foremost layer, and one to the right in the rearmost layer. Use the Layer Launchers to reach them and acquire the **Rainbow Sticker** and **Red Square Sticker** goodies within.

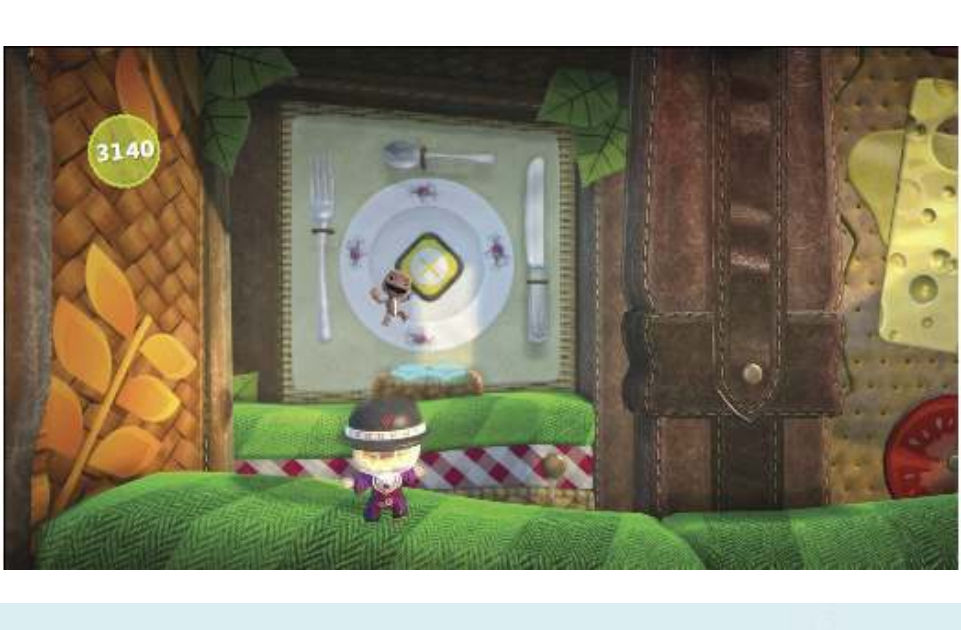


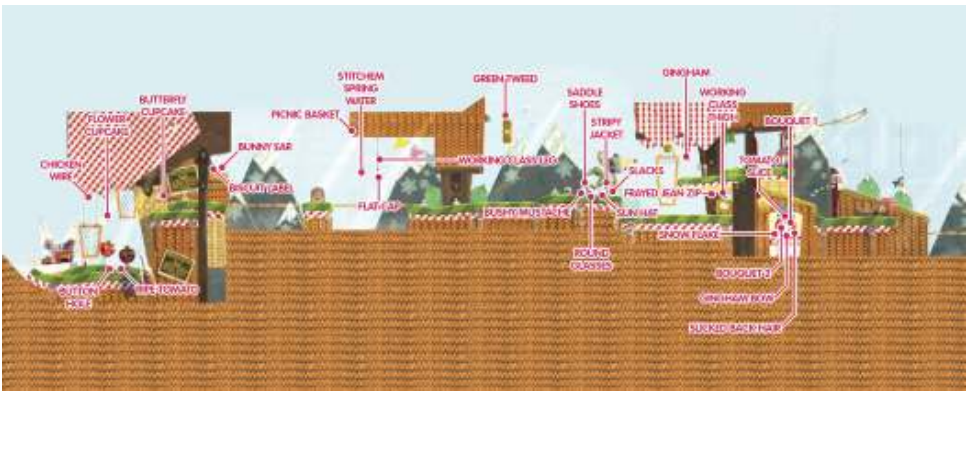
No sooner are these two popped than two more appear. Continue bouncing back and forth to pop two Prize Bubbles located in the left background and right foreground to gain the **Stylized Rose Sticker** and **Cucumber Slice Sticker**.



The Good Kind of Blues

With those wonderful new items in your Popit, it's time to move on. Beneath a set of picnic flatware, there's a Blue Layer Launcher. Unlike standard Layer Launchers, these only activate when you press ⊗. Use this one to leap forward to the foreground.





Reaching New Heights

Past the next Checkpoint, a bit of chicken wire drops into view. It's time to give your sack person's upper body a bit of a workout.

Climbing

Your nimble and talented sack person can climb certain surfaces quite easily. Simply jump up toward the surface and hold

R1

to grab tight. While holding

R1

, use the left stick to move. Press

⊗

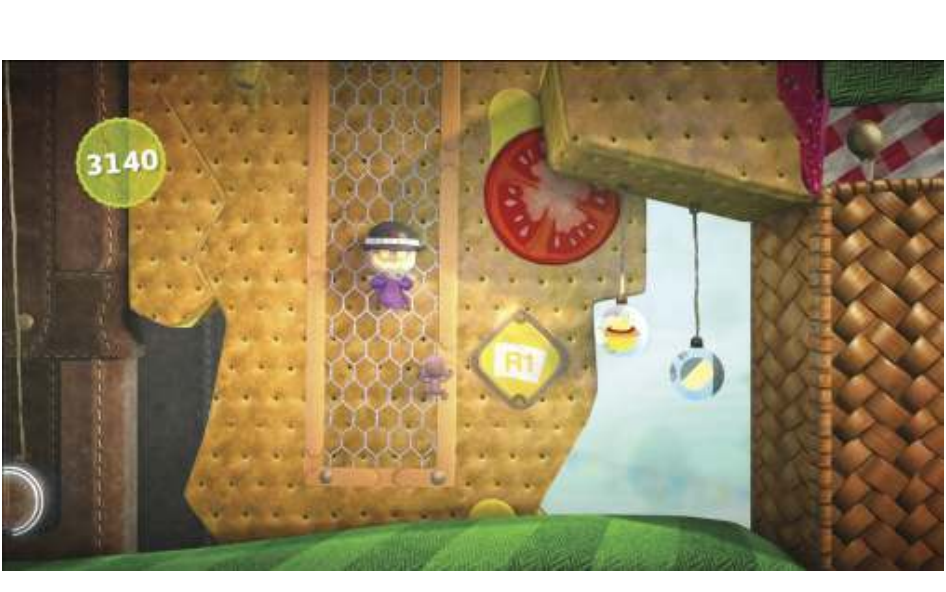
while grabbing to leap away, and use the left stick to guide your sack person's trajectory. Drop down by simply releasing

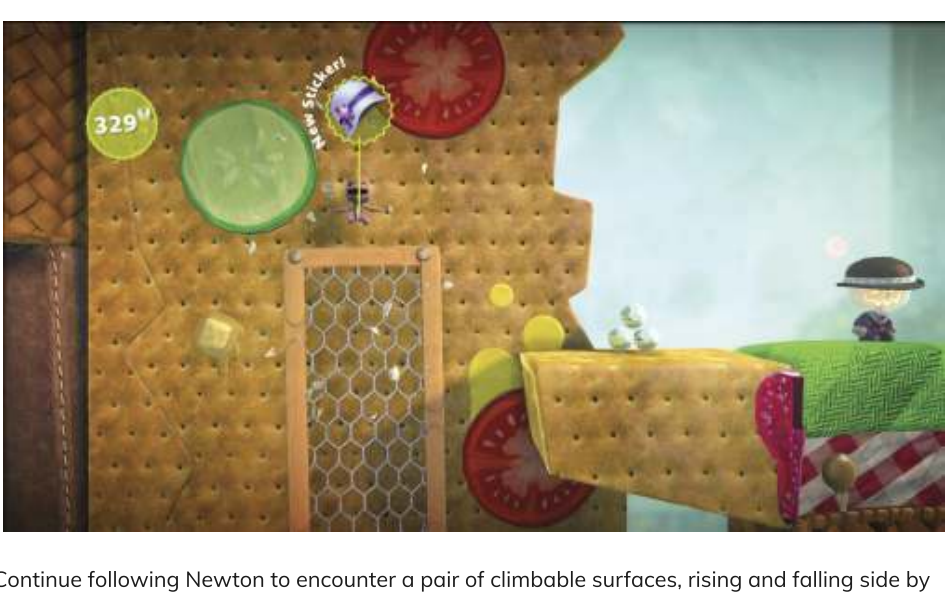
R1

at any time.

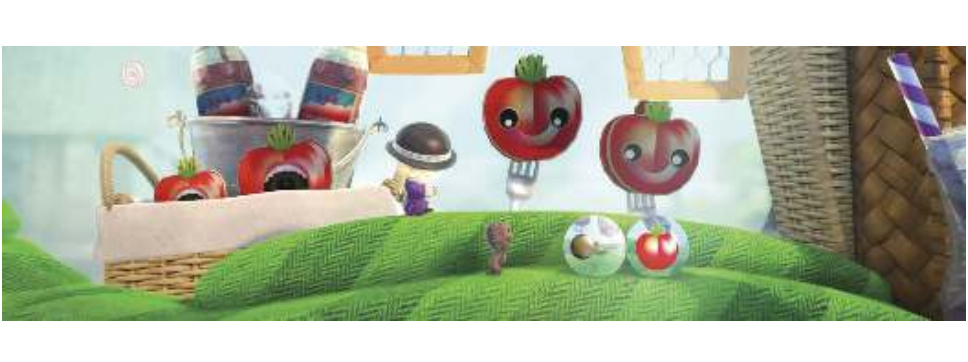
Jump off the wire from a high enough location to pop the two Prize Bubbles dangling temptingly over to the right. Doing so releases the **Lemon Cupcake Sticker** and **Two Tone Circle Sticker**.

Directly above the top of the wire wall is a single Prize Bubble to be popped for the **Lady's Hat Sticker**.



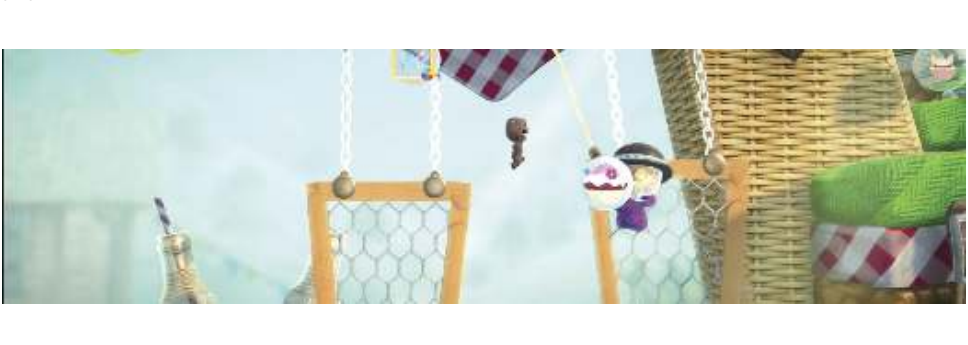


Continue following Newton to encounter a pair of climbable surfaces, rising and falling side by side. Below them are two easily snatched Prize Bubbles boasting the **Button Hole Decoration** and **Ripe Tomato Sticker**.

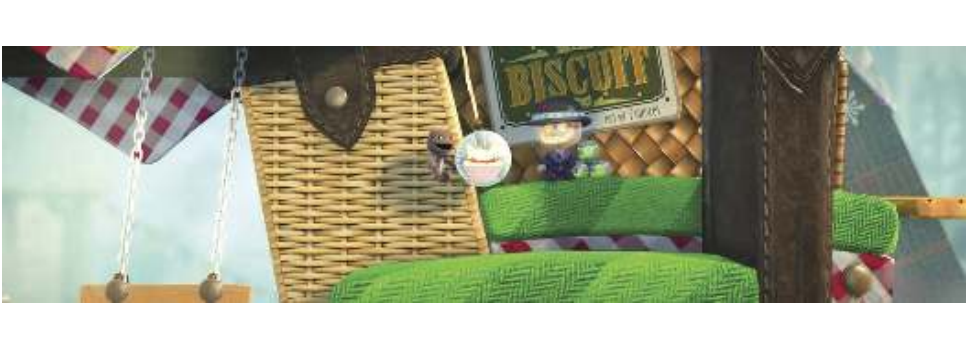


Scale the left wire wall, and wait for it to rise higher than the one on the right. Leap to the right to pop the Prize Bubble there and gain the **Flower Cupcake Sticker**.

When the right wire wall reaches its apex, wait a moment before jumping back to the left and pop the Prize Bubble to obtain the **Chicken Wire Material**.



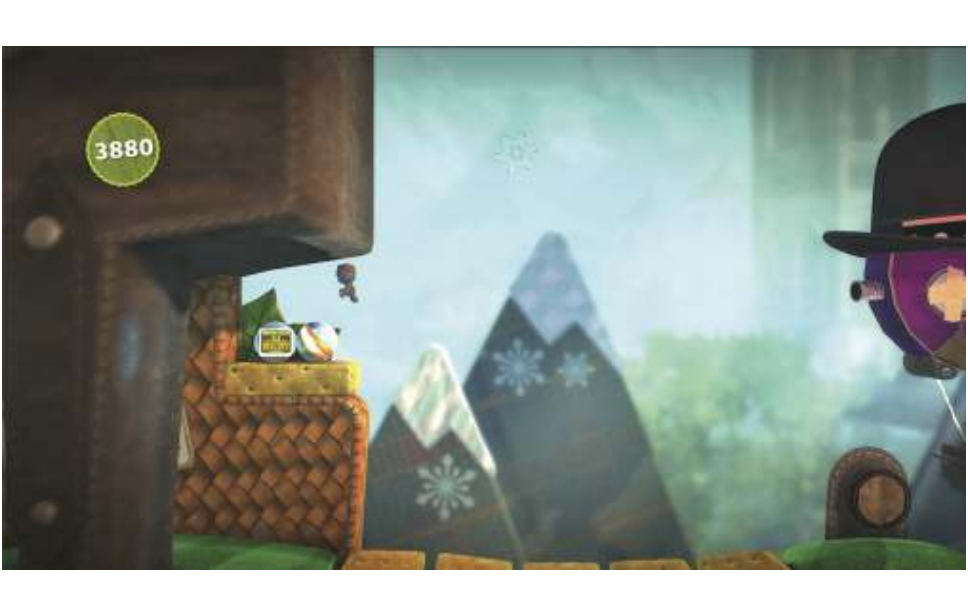
Leap to the next climbable surface and then off onto solid footing. Hopping up the step should automatically pop a Prize Bubble there to unleash the **Butterfly Cupcake Sticker** inside it.



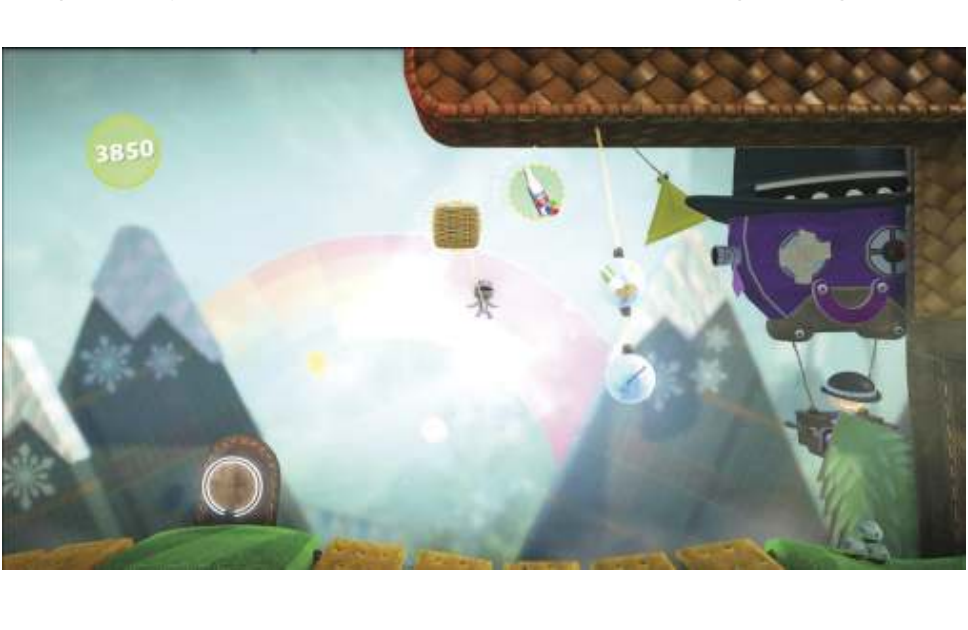
Bouncy Bridge Boosts

Don't shed any stuffing at the thought of crossing the tumultuous bridges ahead. Instead, regard them as a chance to jump even higher than usual! Immediately to the right of the Checkpoint, there are two Prize Bubbles dangling overhead just tantalizingly out of reach... or are they? Rock with the rhythm of the bouncing bridges to pop them!

Stand in the center of the first bridge, and just before it reaches its maximum height, hold ⊗ for an extra high jump! Your sack person should have all the necessary height to reach two Prize Bubbles bearing the **Bunny Ear Sticker** and **Biscuit Label Sticker**.

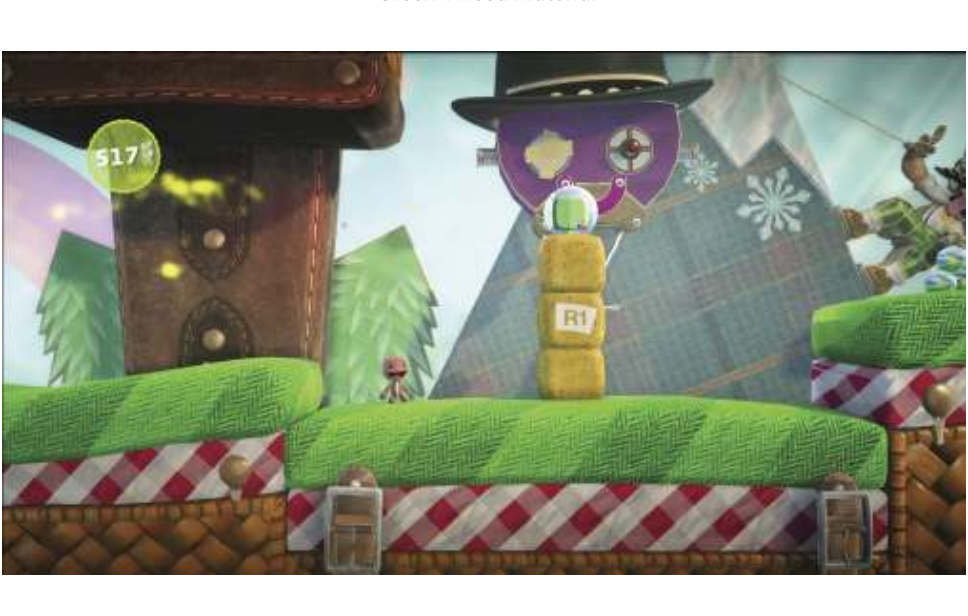


This ought to allow your sack person to burst the two strings of Prize Bubbles for the **Stitchem Spring Water Object**, **Picnic Basket Material**, **Flat Cap Sticker**, and **Working Class Leg Sticker**.

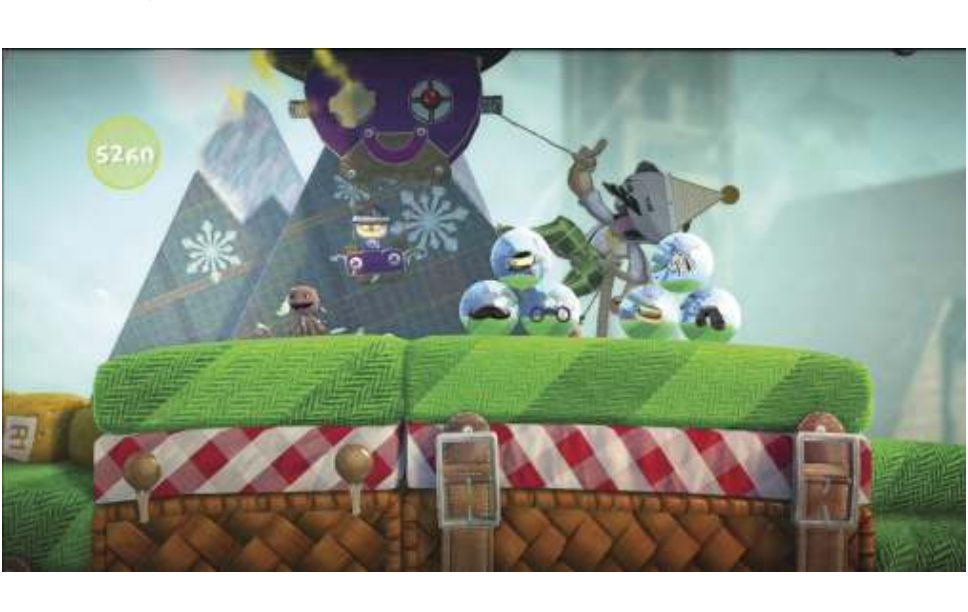


Get a Grip!

Continuing onward, a Prize Bubble teeters atop a stack of three sponges. To bring it down to Earth, hold R1 to grab the bottom sponge and topple the whole column. Popping the Prize Bubble now within reach awards the **Green Tweed Material**.

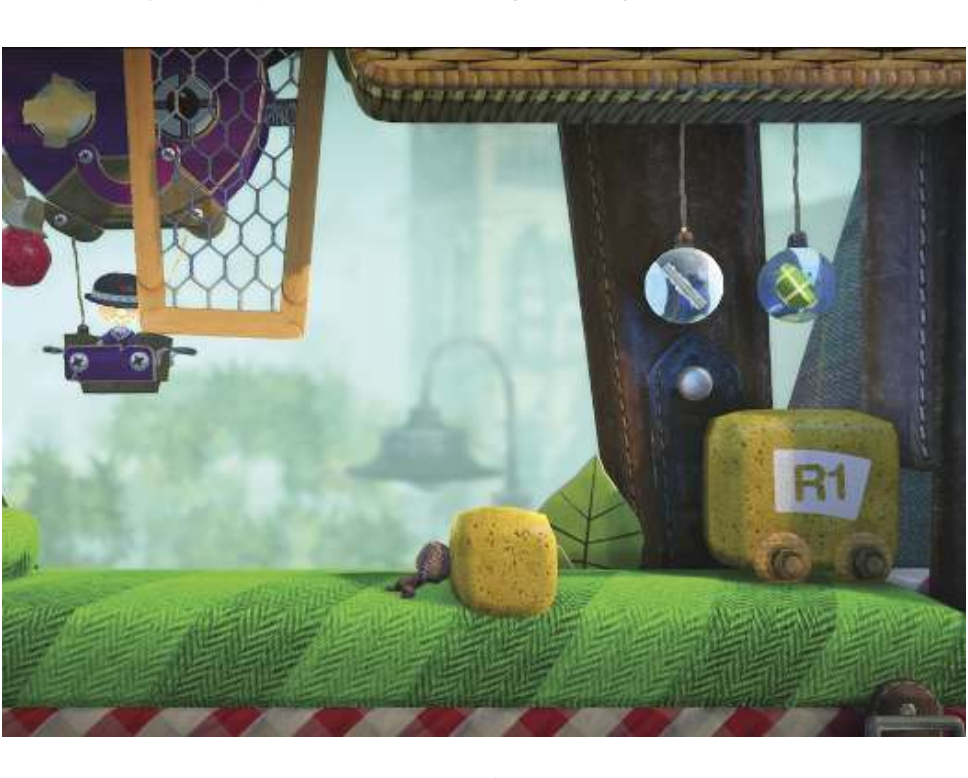


As your sack person scurries forth, two trifectas of Prize Bubbles are easily popped along the way. They provide the **Saddle Shoes Costume**, **Bushy Mustache Costume**, **Round Glasses Costume**, **Stripy Jacket Costume**, **Sun Hat Costume**, and **Slacks Costume**.

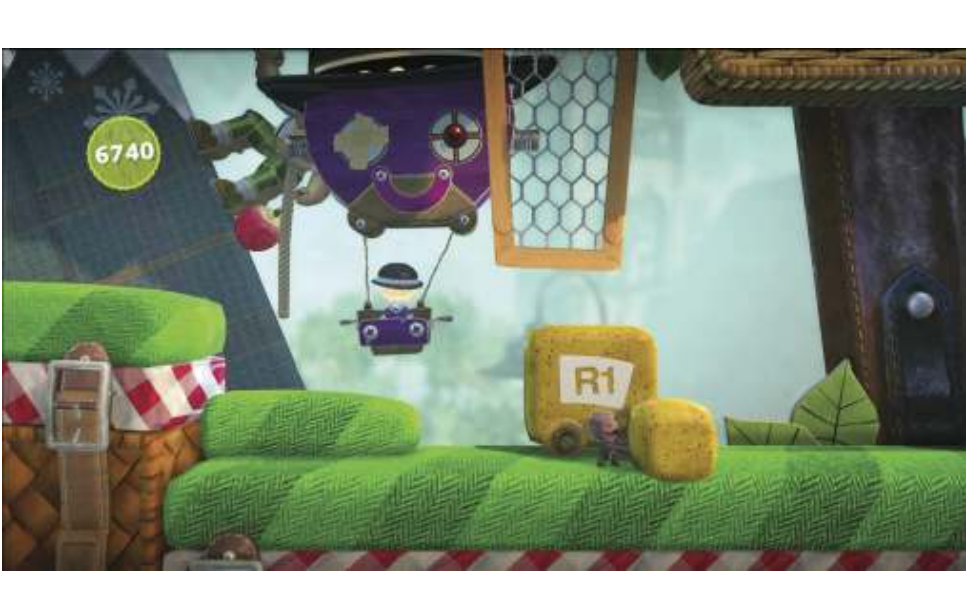


The next area features some climbable wire just out of reach. Fortunately, your sponge-grabbing skills are exactly what's required.

First, push the smaller sponge to the right. Use it as a step to hop atop the large sponge on wheels there. From here, your sack person can easily pop a pair of Prize Bubbles overhead to receive the **Frayed Jean Zip Decoration** and **Working Class Thigh Sticker**.



Next, grab and drag the large sponge on wheels from the right and position it directly below where your sack person needs to climb. If necessary, line up the smaller sponge, as well. Then, simply hop up the sponges and start climbing!



Push And Pull More Powerfully

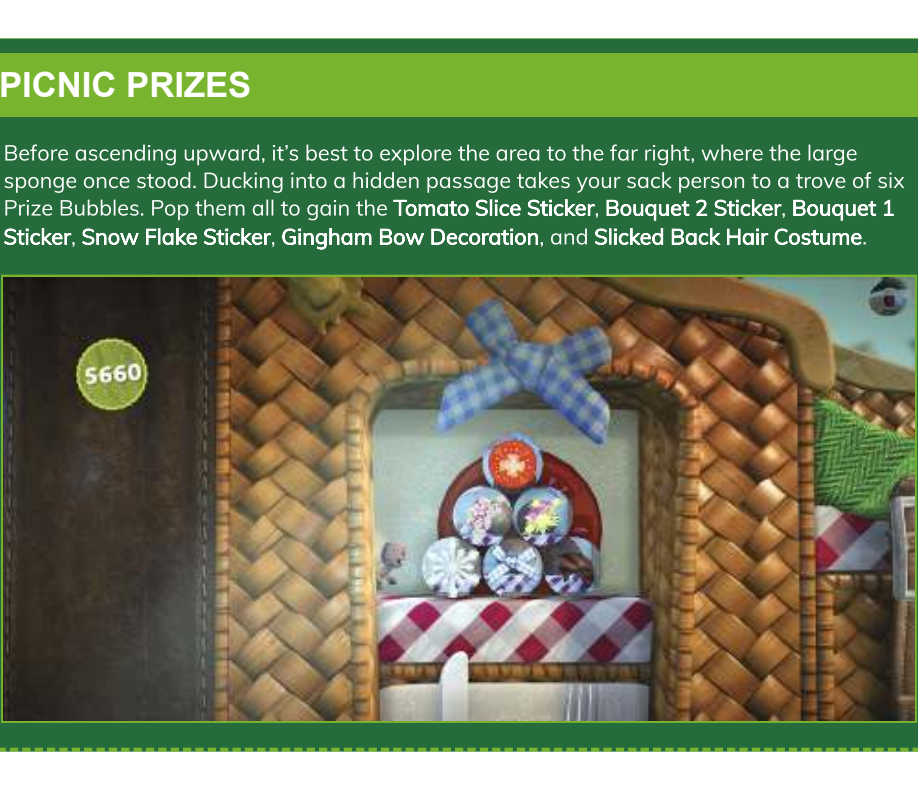
For extra oomph when grabbing large or heavy objects, press

⊗

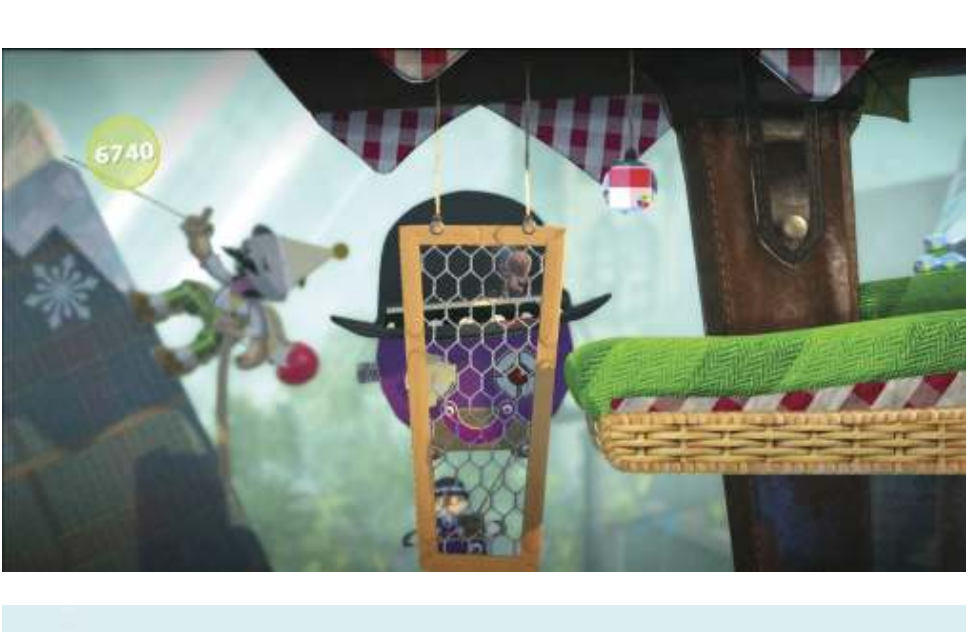
repeatedly while pulling to do so more quickly.

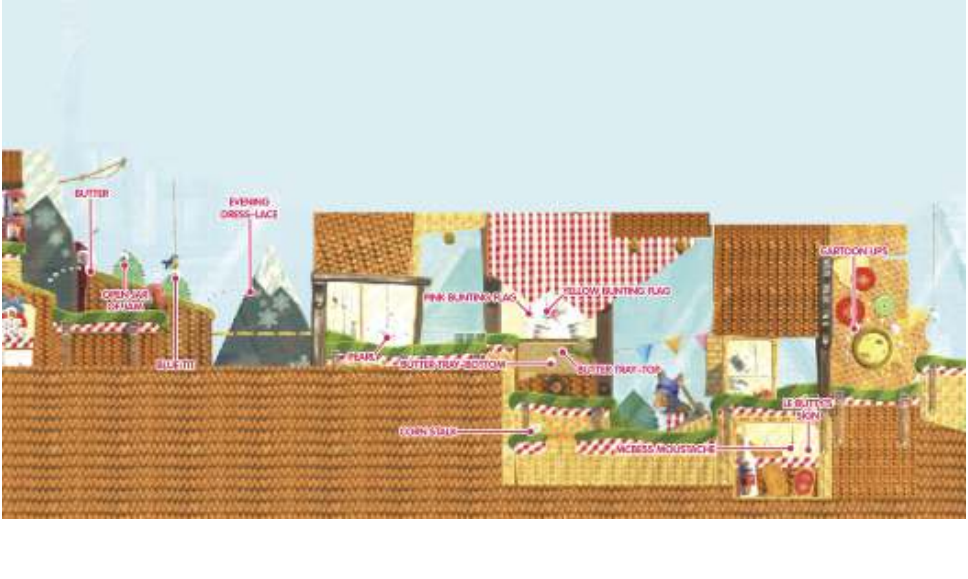
PICNIC PRIZES

Before ascending upward, it's best to explore the area to the far right, where the large sponge once stood. Ducking into a hidden passage takes your sack person to a trove of six Prize Bubbles. Pop them all to gain the **Tomato Slice Sticker**, **Bouquet 2 Sticker**, **Bouquet 1 Sticker**, **Snow Flake Sticker**, **Gingham Bow Decoration**, and **Slicked Back Hair Costume**.



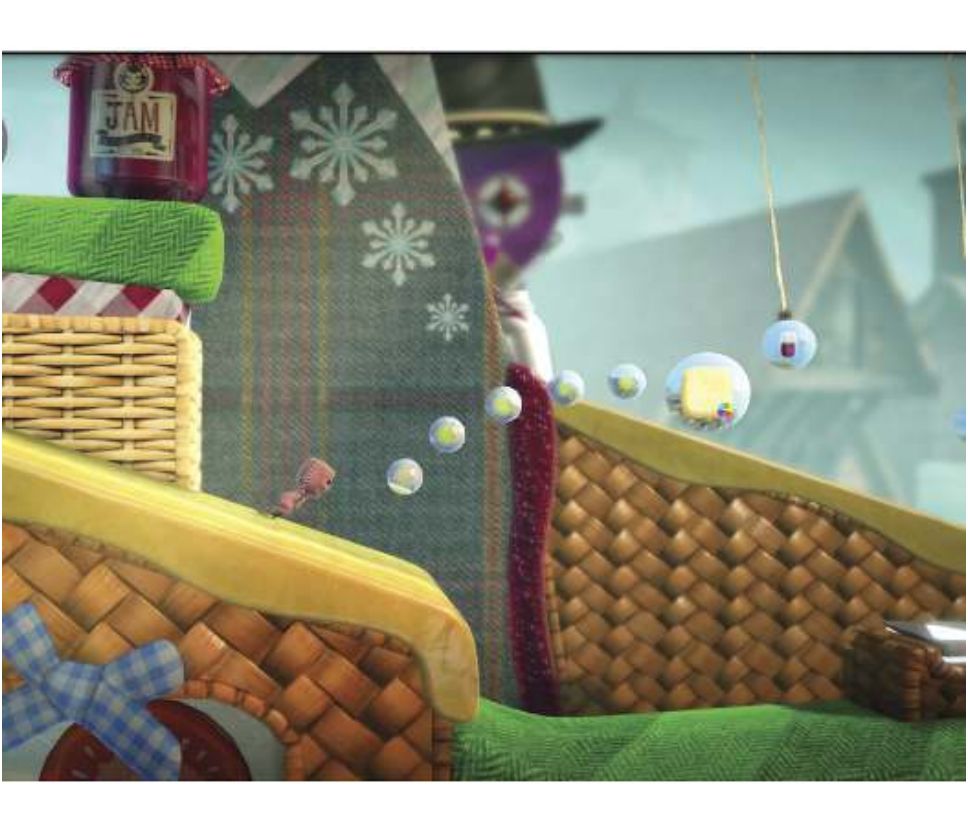
Your sack person is clinging to oscillating wire fencing. Wait for it to reach its maximum height before leaping off to the right and popping a Prize Bubble containing **Gingham Material** in the process.





Slick Sliding Away

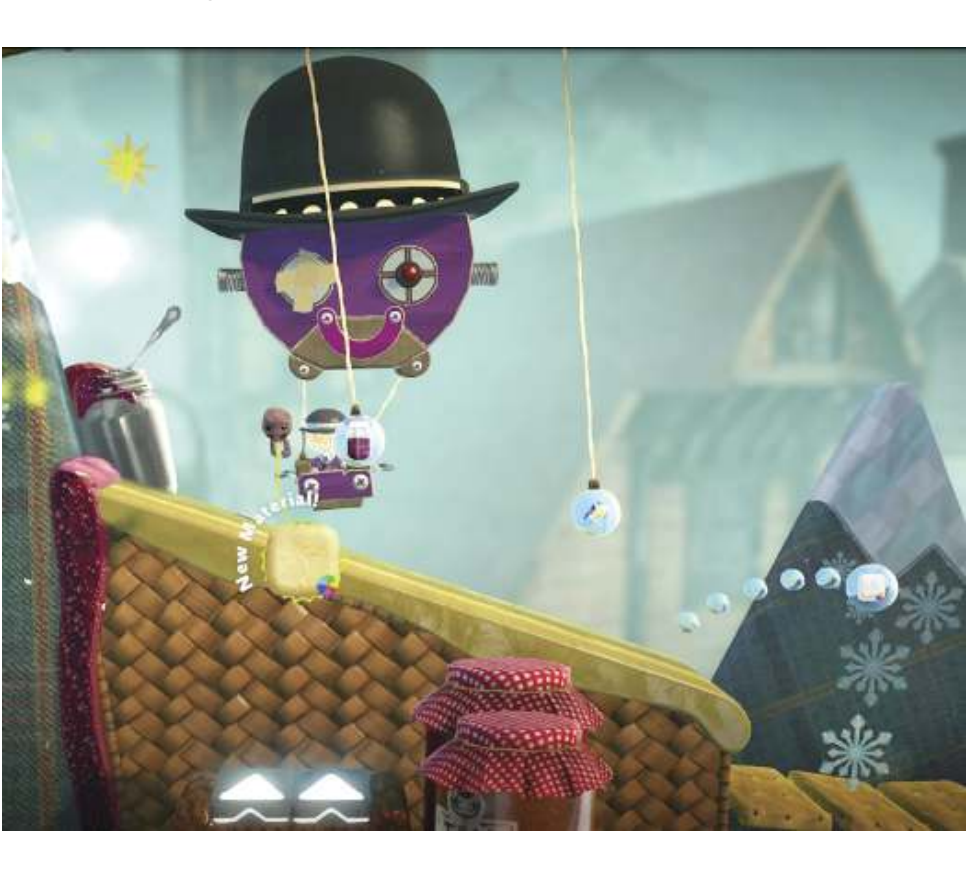
Proceeding onward to the right, drop down from the Checkpoint onto a slick slide. Play close attention to the arc of Score Bubbles above that ends in a Prize Bubble. To snag the **Butter Material** within it, your sack person must leap at exactly the right moment.



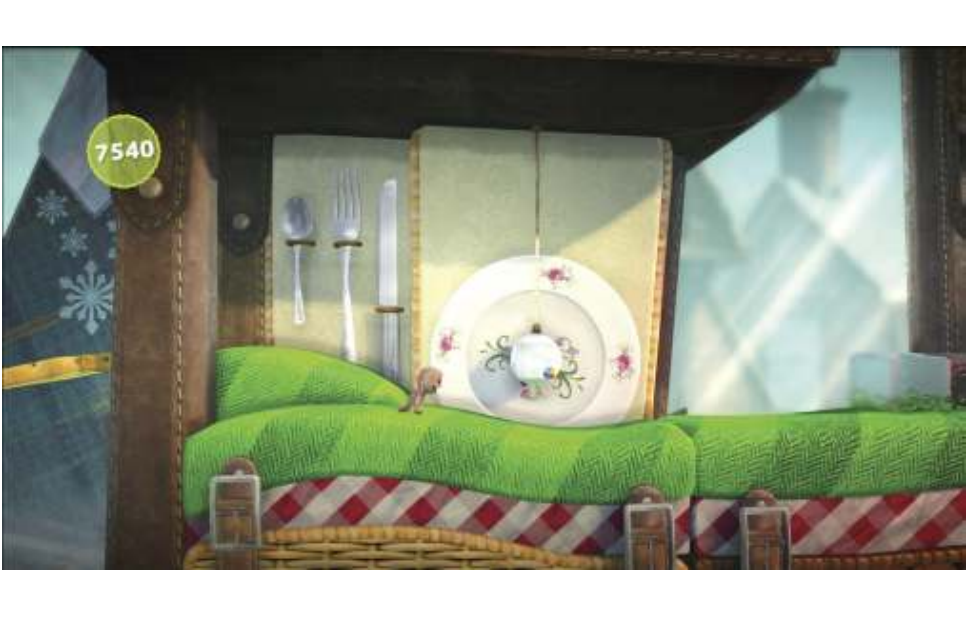
Once beyond the slide, use the Layer Launcher to propel your sack person into the background layer. In the process, be sure to pop the Prize Bubble holding the **Open Jar of Jam Object**.

As your sack person slides down, hop up to pop the Prize Bubble above to release the **Blue Tit Sticker**.

When you're back to sliding, demonstrate expert timing once more to leap off at the right moment and pop a string of Score Bubbles ending in a Prize Bubble again. Popping this one nabs you the **Evening Dress–Lace Material**.

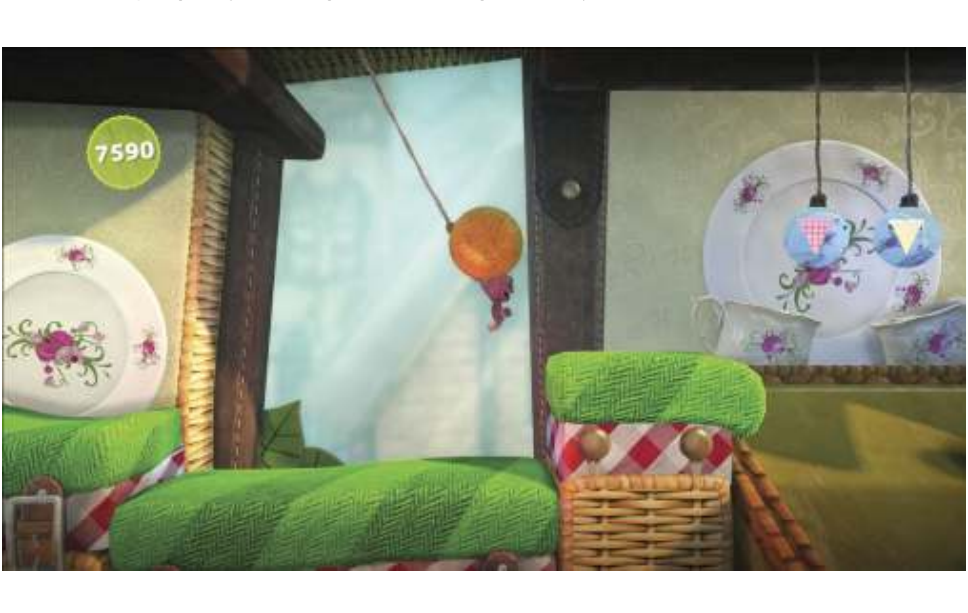


Pass a plate with a prominent Prize Bubble in front, and set free the **Pearl Material** inside it.



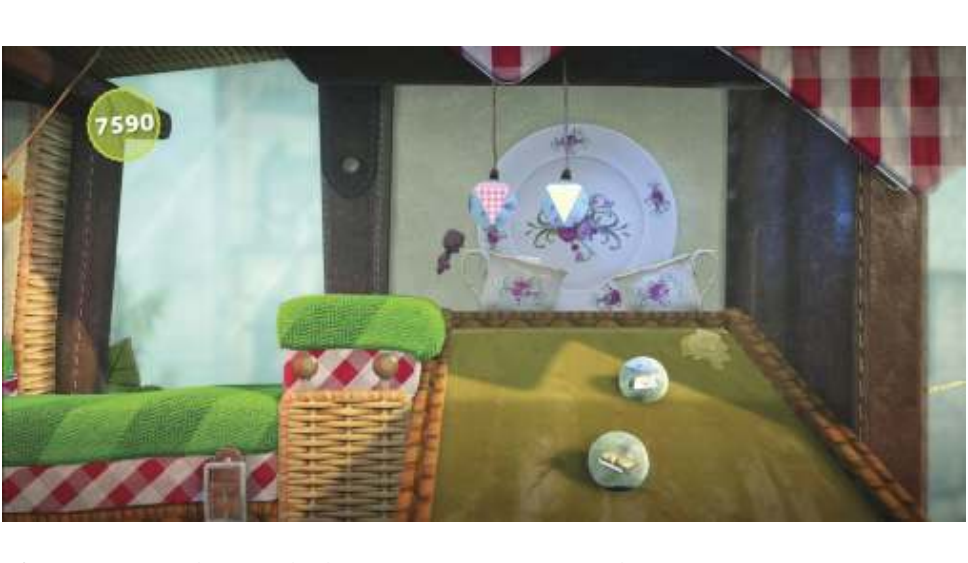
Swinging to the Rhythm

In order to continue onward, your sack person must swing to a higher level. Jump and grab the sponge dangling from the string. Move the left stick left and right to build up momentum. Release the sponge at just the right moment to get where you need to be!



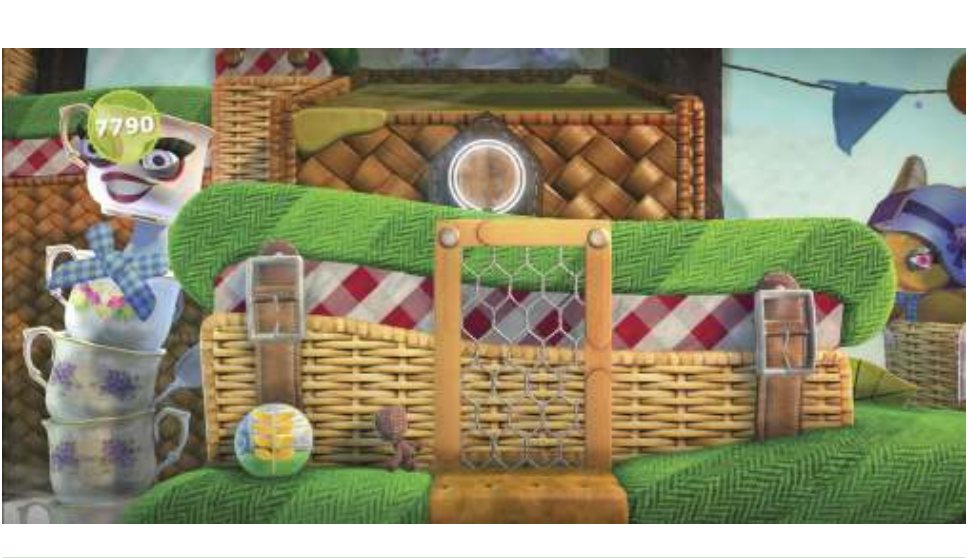
Take a running leap through the air to ensure your sack person pops the two Prize Bubbles containing the **Pink Bunting Flag Sticker** and **Yellow Bunting Flag Sticker** there.

This plops your sack person on another slick slide. Steer carefully down the slide from right to left to pop two more Prize Bubbles and add the **Butter Tray–Top Object** and **Butter Tray–Bottom Object** to your Popit.



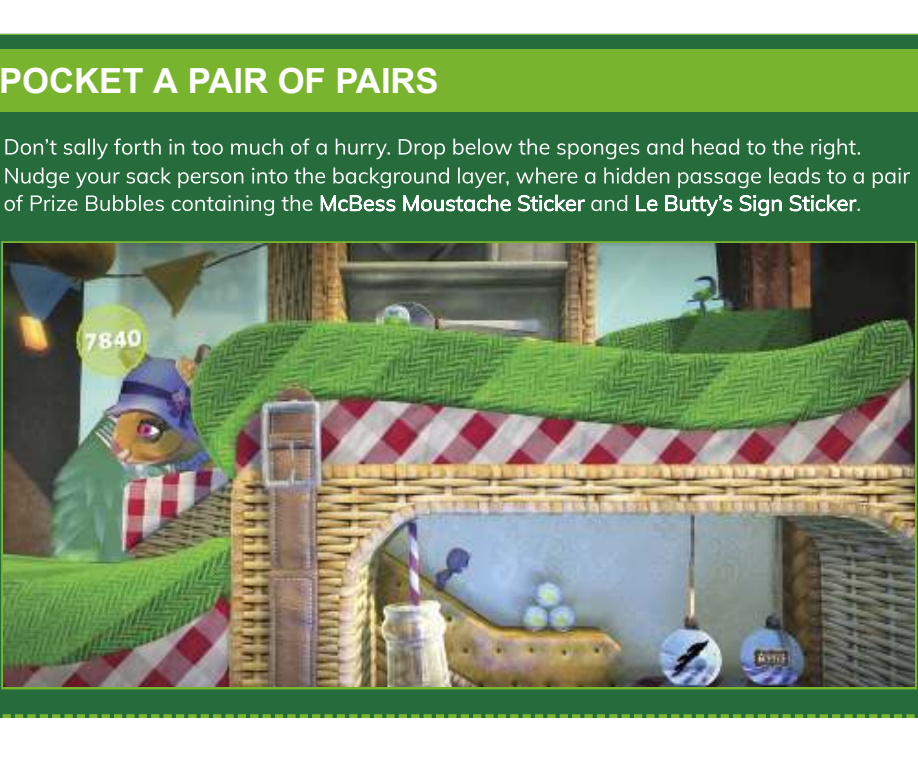
After you arrive at the next Checkpoint, some more simian-style swinging awaits, as two dangling sponges hang ahead. But before all that, drop down and head to the left.

Don't fret about getting back up. As your sack person approaches the left side, a climbing surface appears to lead back to the Checkpoint and access to the sponges. Just past them is a Prize Bubble holding the **Corn Stalk Sticker**.



POCKET A PAIR OF PAIRS

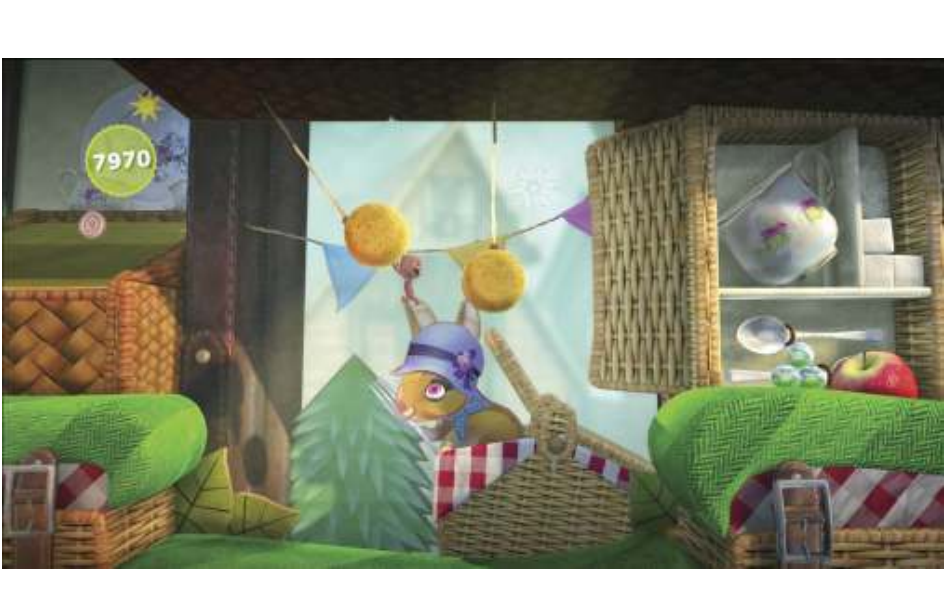
Don't sally forth in too much of a hurry. Drop below the sponges and head to the right. Nudge your sack person into the background layer, where a hidden passage leads to a pair of Prize Bubbles containing the **McBess Moustache Sticker** and **Le Butty's Sign Sticker**.

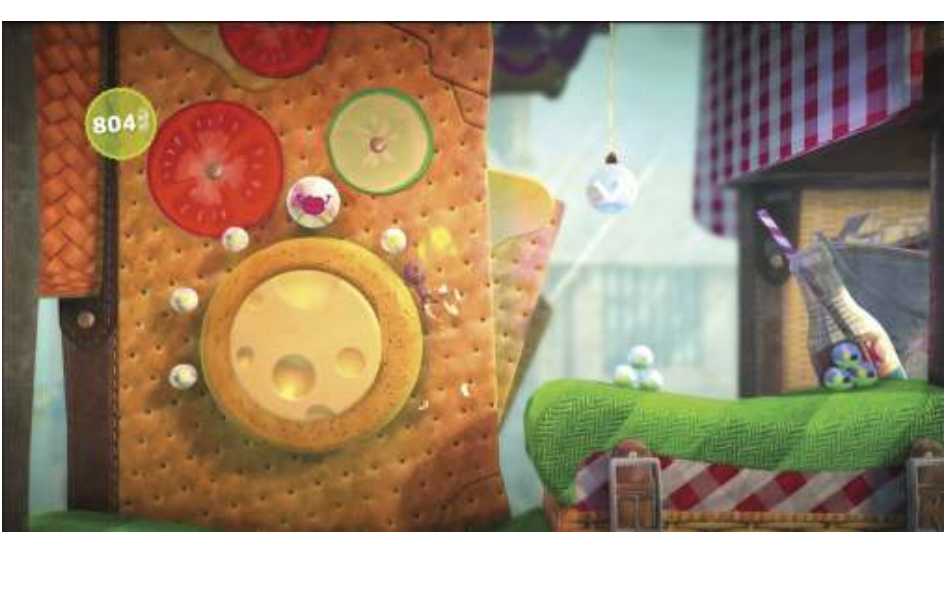


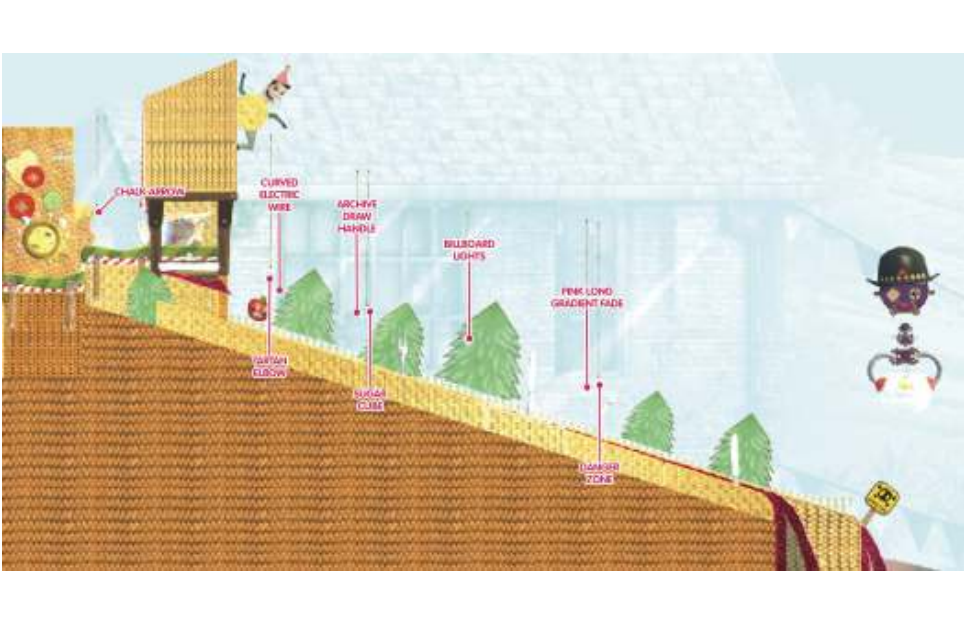
Return to the Checkpoint, and leap for the hanging sponge. Use it to swing toward the second. Release your sack person's grip on the first, and let the momentum of the swing propel your sack person into grabbing range of the second sponge. Swing from that sponge safely onto firm footing.

A wheel-y big piece of cheese lies ahead, spinning with gusto. Your sack person can grab onto it and ride it in circles, popping a Prize Bubble in the process to nab the **Cartoon Lips Sticker**.

Before you get too dizzy, let go, and leap off to the right to proceed. Time the release correctly to fly through the mid-air Prize Bubble containing the **Chalk Arrow Sticker**.





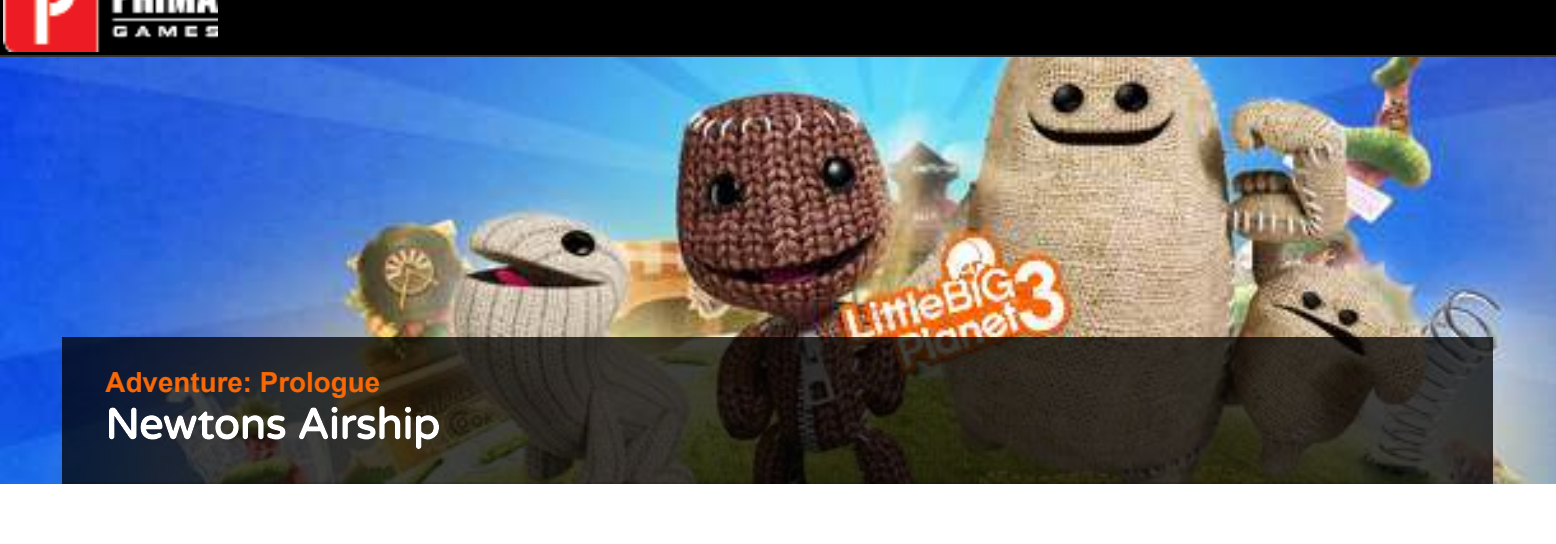


Layer Launch Limbo

Looks like a dead end? Far from it! Drop down onto a trifecta of Score Bubbles, and your sack person is whisked onward.

The surface underfoot turns into Blue Layer Launchers. Riding down a river of jam, your sack person must bounce between these Blue Layer Launchers in the foreground layer and a similar set in the background layer. Time your launches properly to pop the series of Prize Bubbles sitting in the middle layer ahead.

Pop the first pair while launching from front to back to nab the **Tartan Elbow Decoration** and **Curved Electric Wire Decoration**. Then, pop a second pair while launching from back to front and gain the **Ring Draw Handle Decoration** and **Sugar Cube Decoration**. A solo Prize Bubble containing the **Billboard Lights Sticker** is next. Finally, one more pair hangs mid-air and rewards you with the **Pink Long Gradient Fade Sticker** and **Danger Zone Sticker**.



Adventure: Prologue

Newtons Airship

Prize Bubble Pick-Ups

✓	STICKERS
☐	L1 STICKER
☐	ROUGH AQUA SQUARE
☐	STITCHEM MANOR
☐	EVIL NANA PUD
☐	TEA TIN
☐	INK STAIN 5
☐	CHALK WORLD
☐	THICK CHARCOAL ARROW
☐	RED APPLE
☐	MCBESS RAT
☐	MCBESS DUCK
☐	WOODEN PLANKS
☐	PHOTO FRAME
☐	MOUTH FRAME
☐	CIRCLE FRAME
☐	BODY OUTLINE FRAME
☐	BLACK AND WHITE PHOTO FRAME
☐	RED STAR FRAME
☐	SPEECH BUBBLE FRAME
☐	SQUARE FRAME
☐	ROBIN
☐	PURPLE STRIPE
☐	PARTY PATTERN
☐	SQUARE SCRIBBLE
☐	MARGIN DOODLE 4
☐	WOODCUT LETTER S
☐	NEWTON'S HAT DOODLE
☐	CLOUD BUBBLE
☐	COGS STENCIL
☐	LARRY DAVINCI BLUEPRINT
☐	SHIP DIAGRAM
☐	COG
☐	3RD PLACE ROSETTE
☐	SPIRAL 2
☐	R1 BUTTON
☐	PANEL DETAILS 3
☐	1ST PLACE ROSETTE

✓	DECORATIONS
☐	BOLT HEAD
☐	RAISED BUTTON
☐	DEPRESSED BUTTON
☐	ANTIQUE BRASS BUTTON
☐	DIVING HELMET PIECE 5
☐	R TYPEWRITER KEY
☐	S TYPEWRITER KEY
☐	E TYPEWRITER KEY
☐	L TYPEWRITER KEY
☐	ANTIQUE COMPASS

✓	OBJECTS
☐	FETE BUNTING
☐	ANGLE GRINDER WHEEL

✓	MATERIALS
☐	BLUE POLYSTYRENE
☐	GRAPH PAPER

✓	COSTUMES
☐	CRICKET BAT
☐	CRICKET JUMPER
☐	CRICKET TROUSERS AND PADS
☐	CRICKET CAP

✓	AUDIO
☐	"ITEM GET"
☐	"SUPER POWER UP"

Level Complete Gifts

✓	MATERIAL
☐	INTERNAL CLOCKWORK

✓	AUDIO
☐	"NEWTON'S THEME"

Collected All Gifts

✓	STICKER
☐	X2 STICKER

✓	DECORATION
☐	ACCORDION BELLOWS
☐	LIGHT BEAM

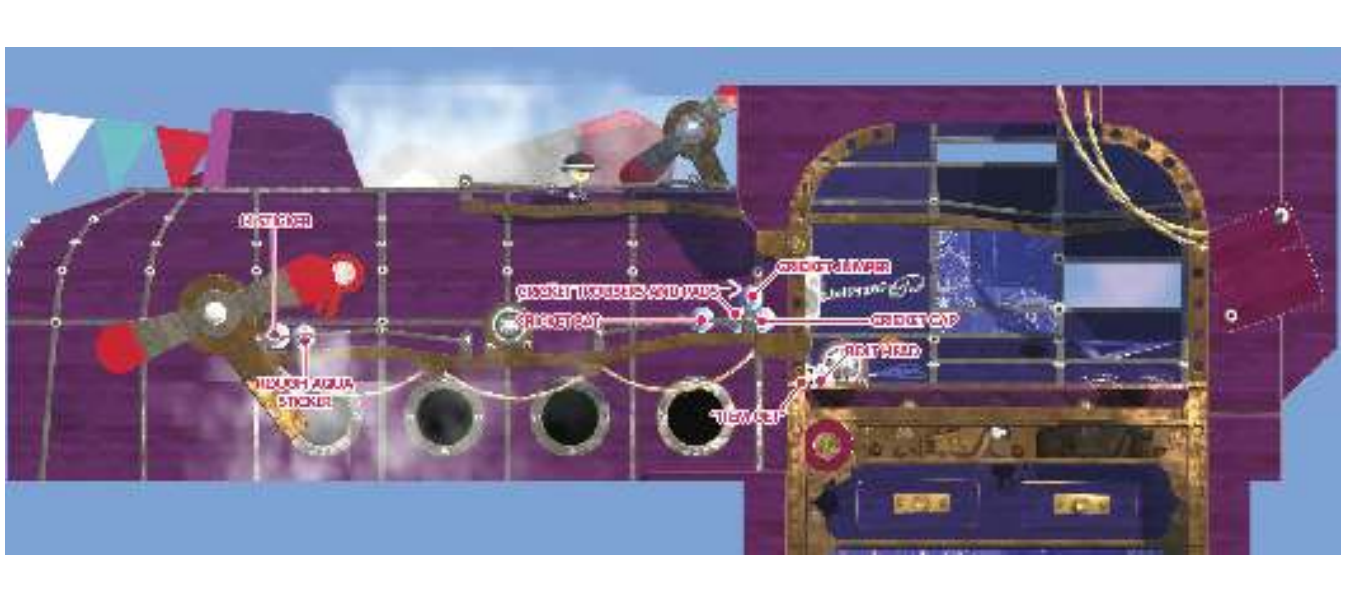
Aced Level Gifts

✓	STICKER
☐	RED ROSETTE

✓	DECORATION
☐	LATCH SOCKET
☐	TWINE

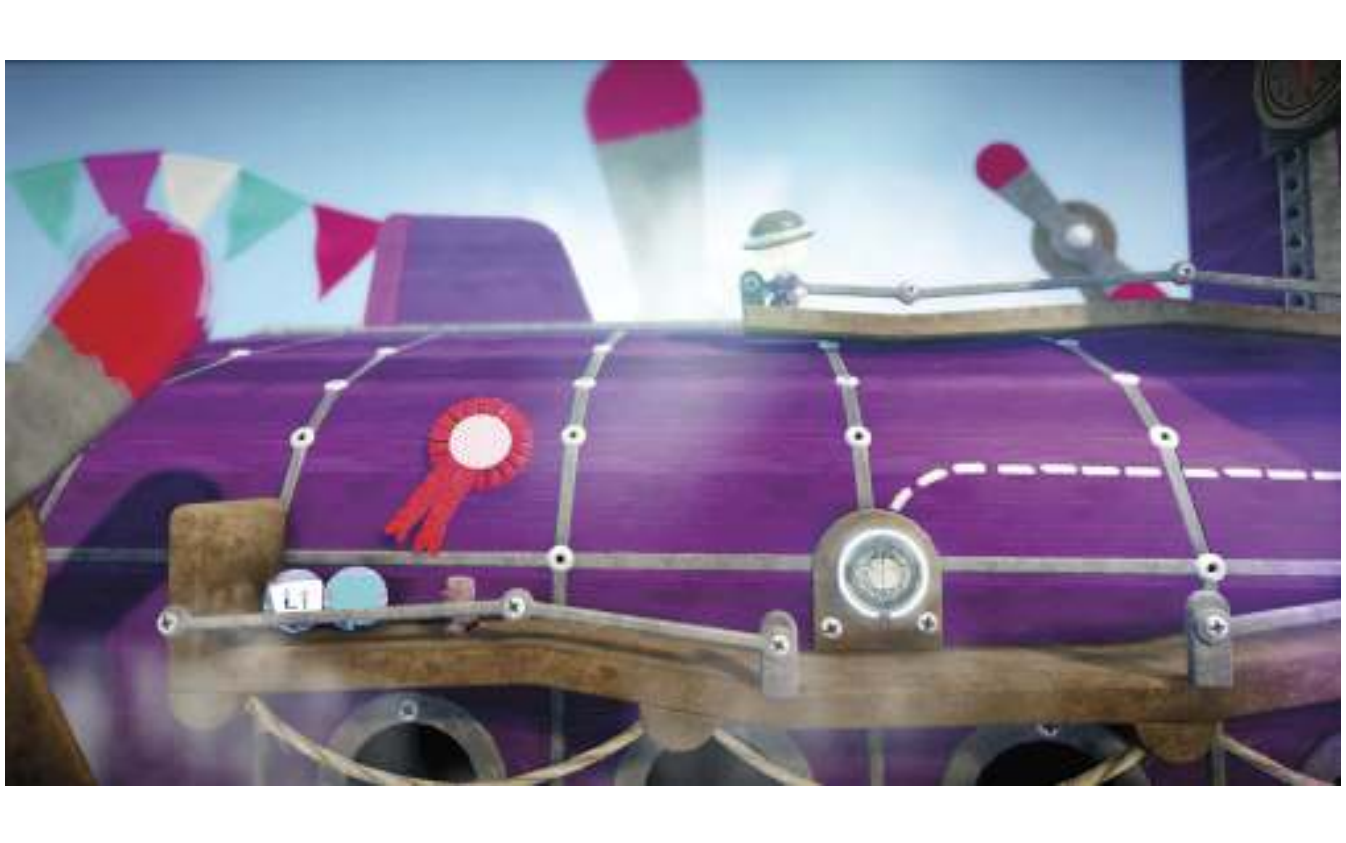
Calling this contraption Newton's Airship is a bit misleading. It was actually Newton's father who built it and created many of the various mechanized gewgaws and doodads that Newton bandies about. Nevertheless, it was built to be an airworthy laboratory, and it still flies to this day. Travel through its interior as Newton briefs your sack person on the monumental mission that lies ahead.

RAREFIED AIR

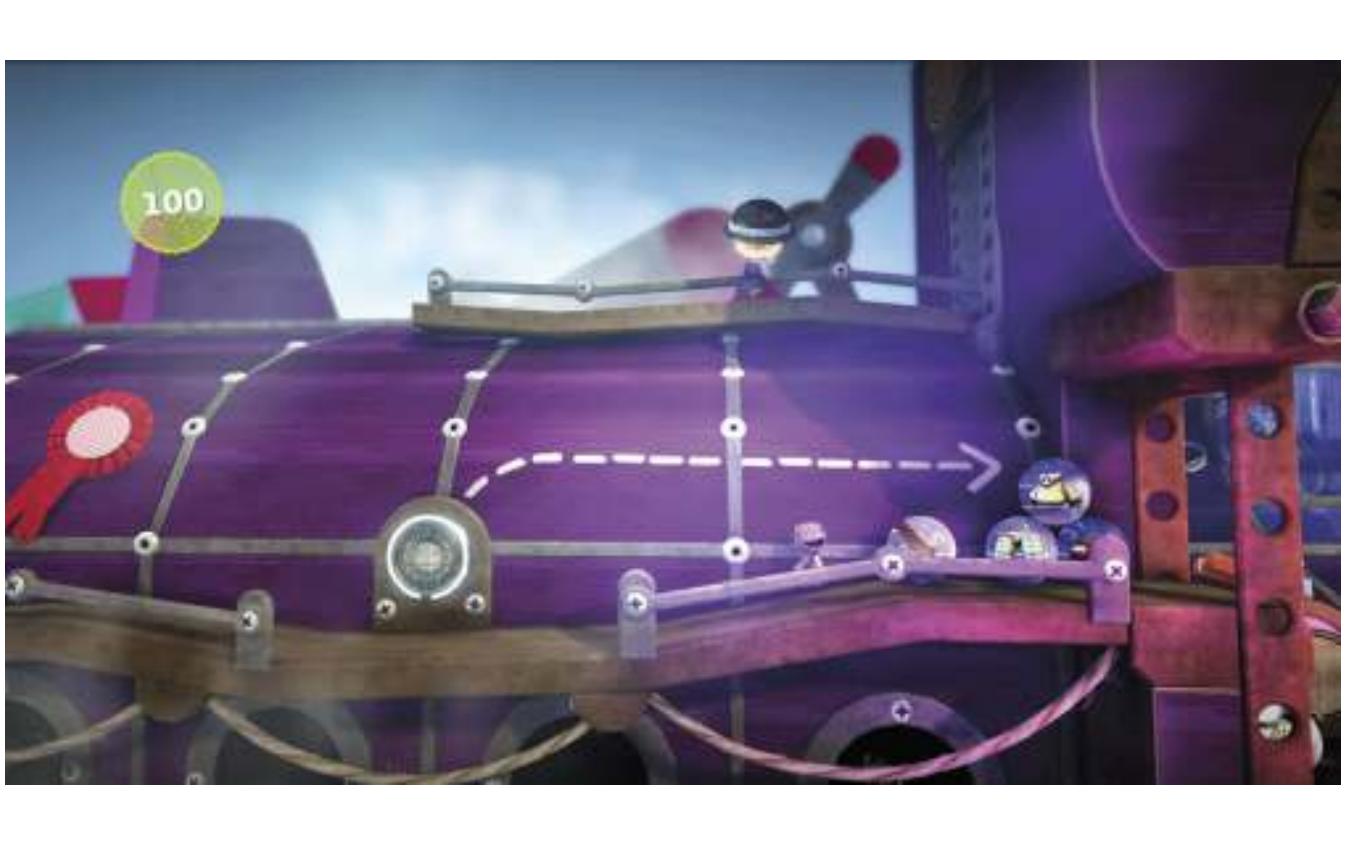


Sticking to the Mission

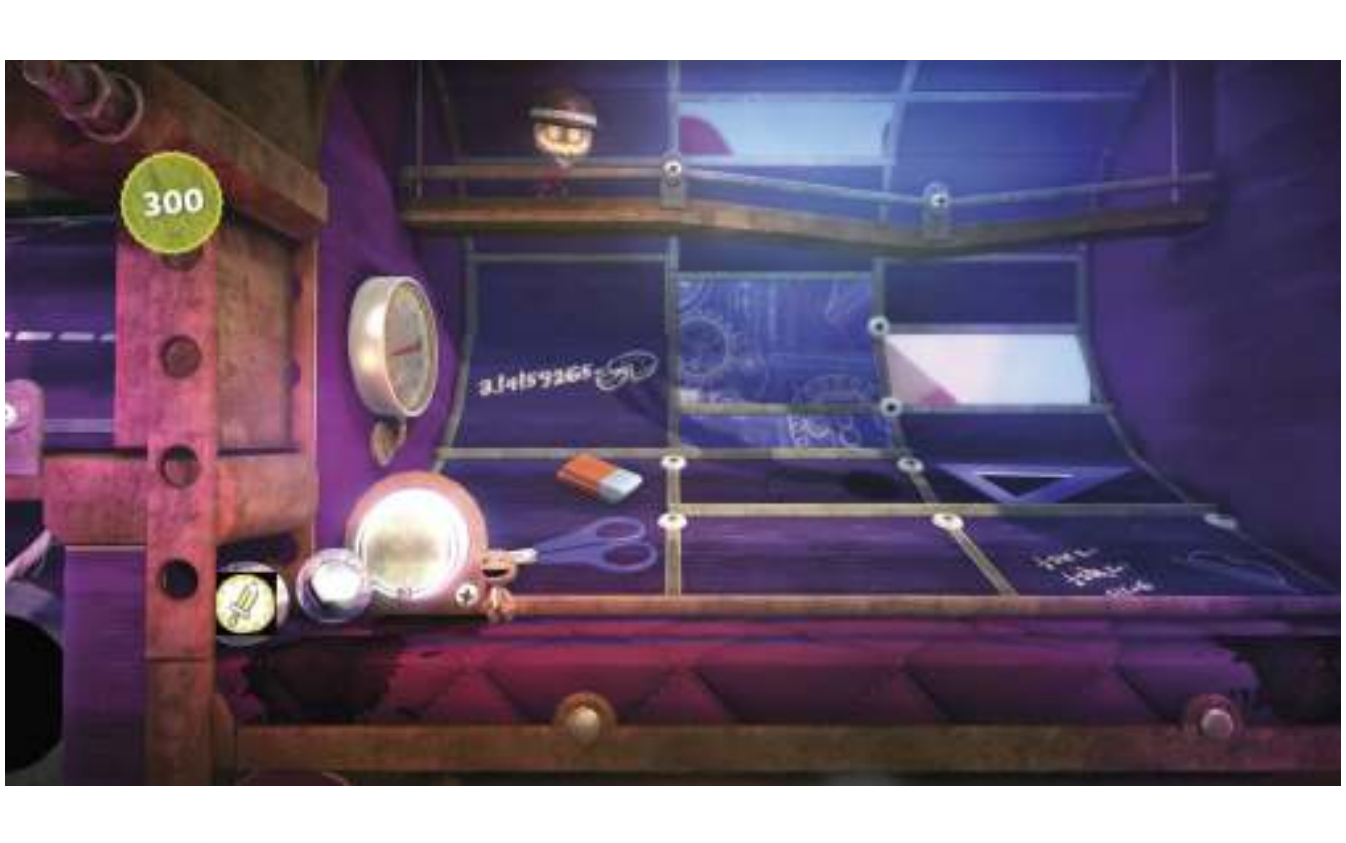
Run to the left at the end of the airship's walkway to immediately seize the **L1 Sticker** and **Rough Aqua Sticker** within the Prize Bubbles there.



Head back on to the right and go inside the massive purple airship. Upon entering, your sack person naturally crosses paths with four more Prize Bubbles and nets the **Cricket Bat Costume**, **Cricket Jumper Costume** , **Cricket Trousers and Pads Costume** , and **Cricket Cap Costume** .



Drop down off the ledge into the room, and be sure to pop the two Prize Bubbles just to the left of the Checkpoint. They burst forth with the **Bolt Head Decoration** and **"Item Get" Audio**.



Now it's time for your sack person's top-secret mission briefing! Newton supplies a Prize Bubble containing a sticker of the mission's loathsome location: Stitchem Manor. Access the newly acquired **Stitchem Manor Sticker** from your Popit, and then stick it on the mission blueprint.

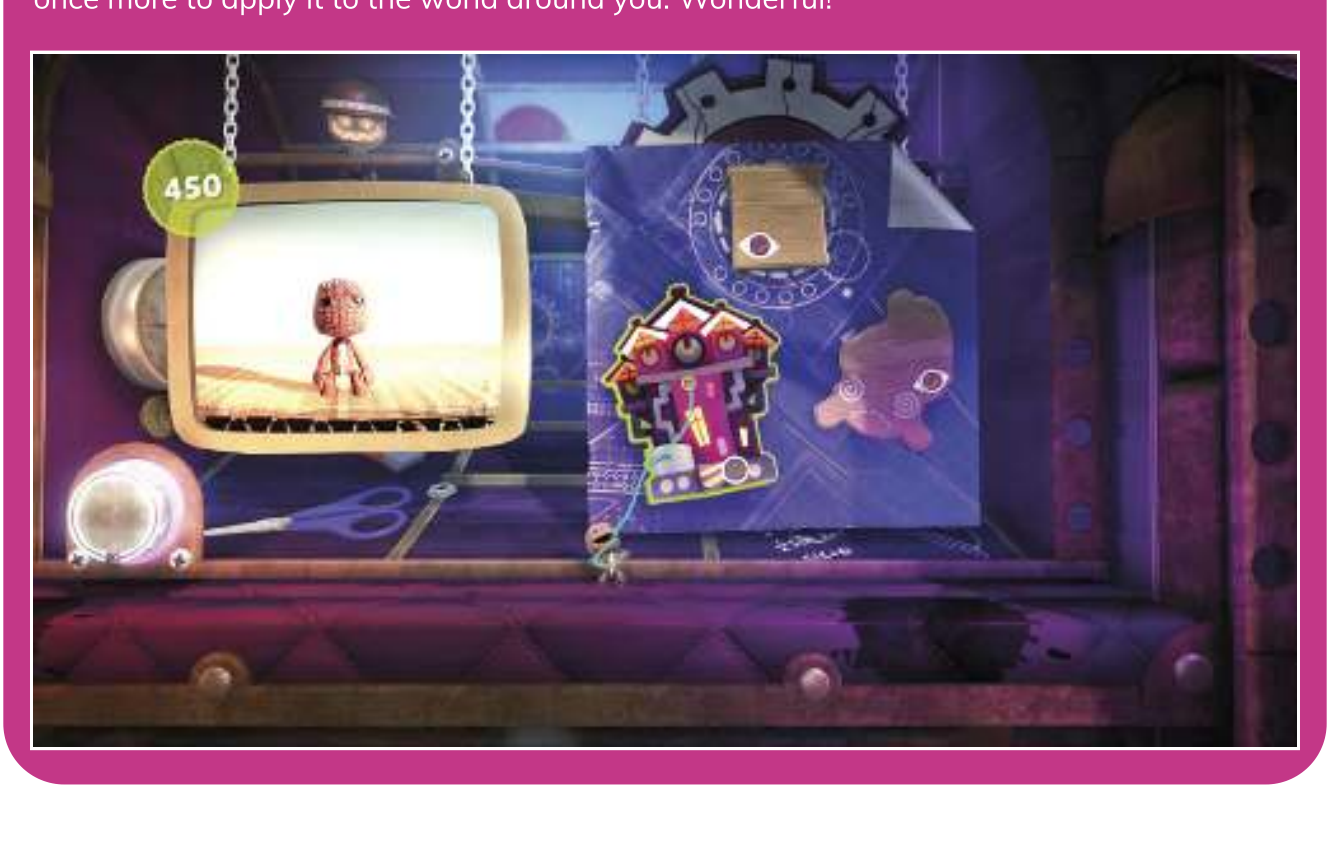
Puzzling Sounds

When you have positioned a sticker over a valid sticker sensor, such as when solving a sticker puzzle requiring a specific sticker in a specific place, you can hear a distinctive sound. Listen carefully here, and make note of it for future reference in later sticker puzzles.

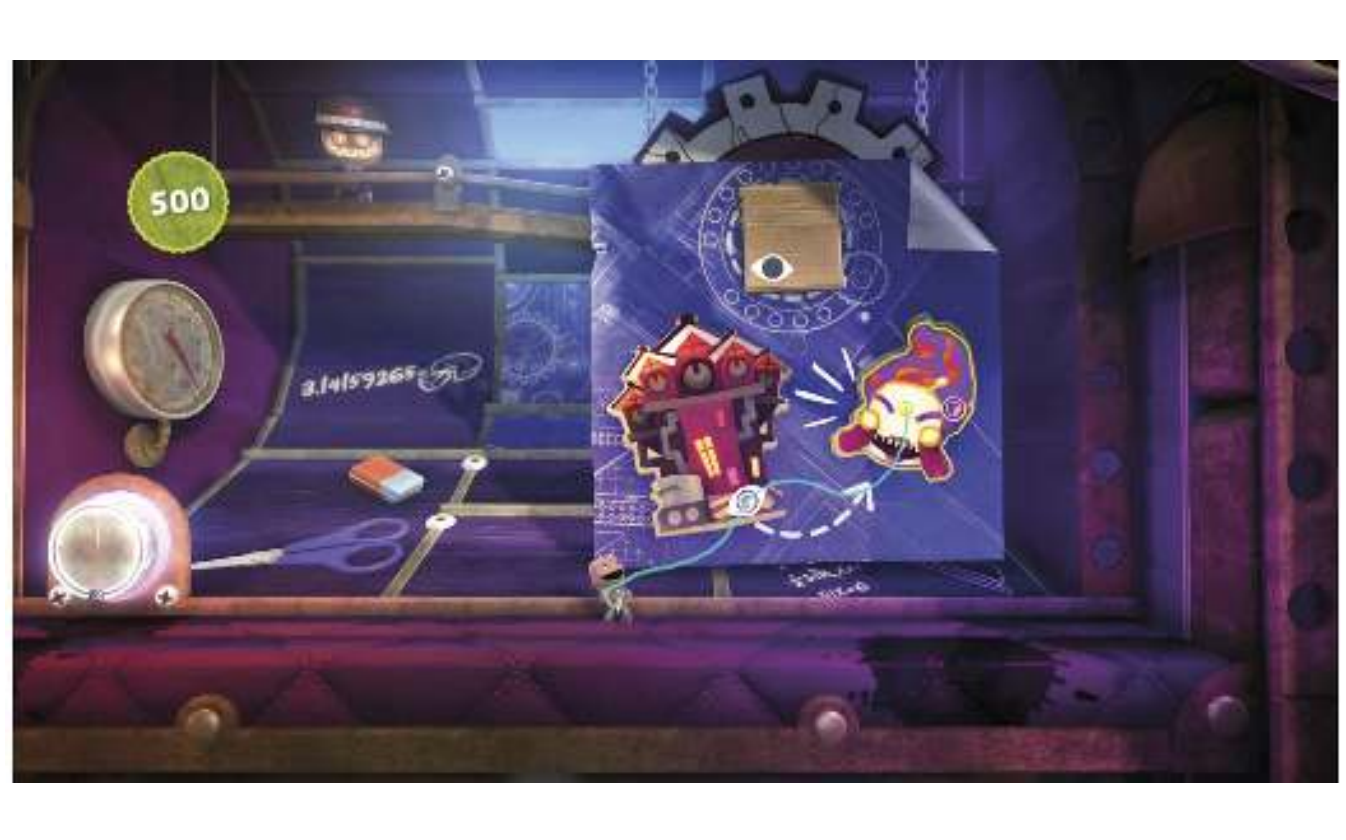
Stick 'Em Up!

You can easily leave your mark and stamp your creative signature by using the many stickers that are soon to fill your Popit. Simply press ■ to open the Popit, select Stickers & Decorations, press ⊗ , and then choose from your options!

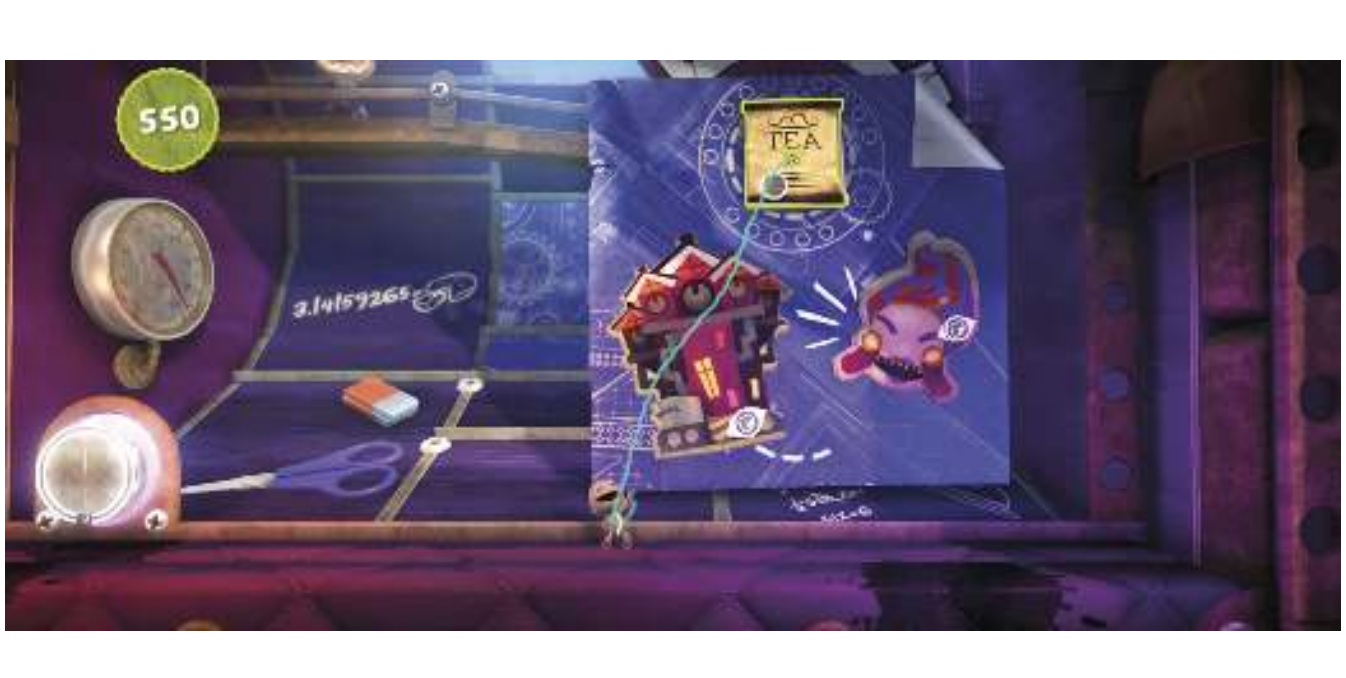
Press ⊗ to select a sticker. Move the left stick to position it, and move the right stick to rotate, enlarge, or shrink the sticker. Press ⊗ once more to apply it to the world around you. Wonderful!



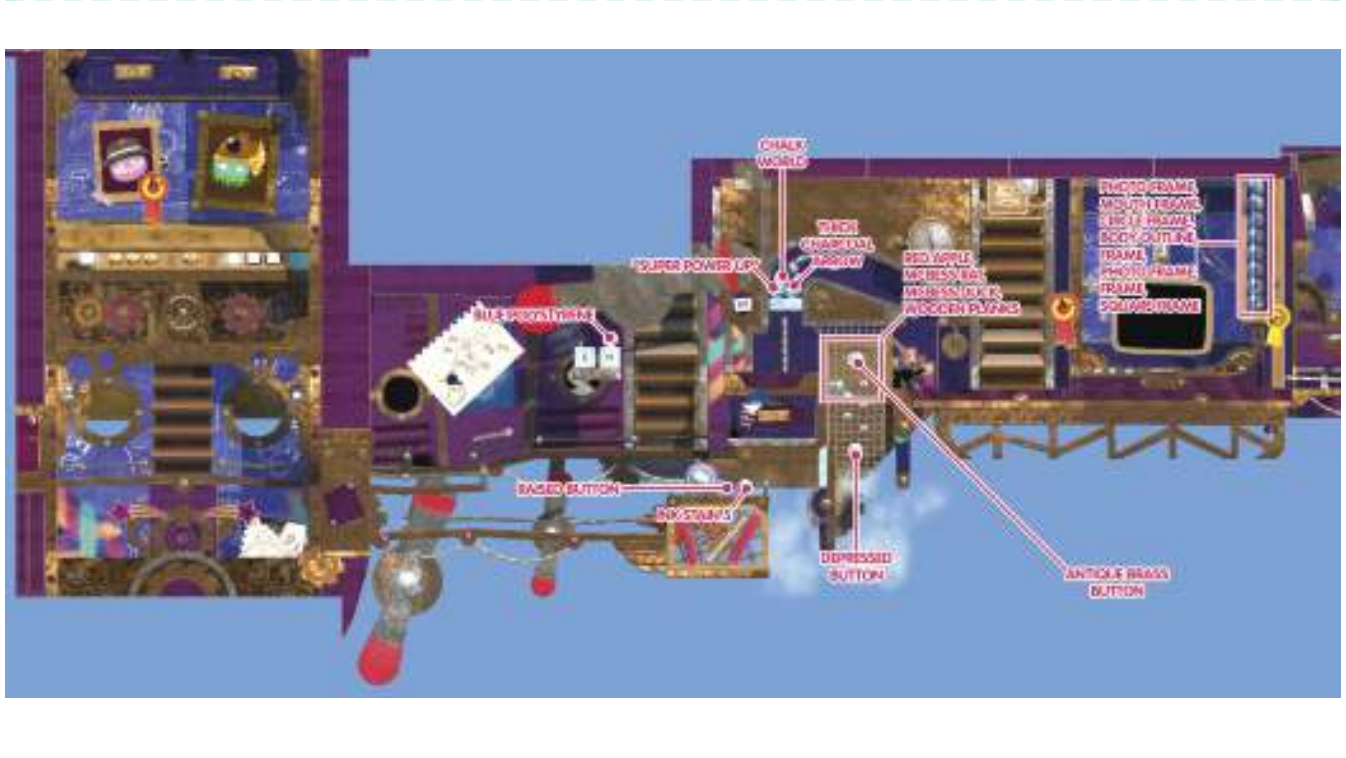
Now, within the wall of Stitchem Manor lurks a rather cranky old bag named Nana Pud. A Prize Bubble bearing a sticker of her face is the next gift Newton has to offer. Take the newfound **Evil Nana Pud Sticker** from your Popit, and then stick it on the mission blueprint.



After you've braved the many horrors lurking within Stitchem Manor, the true goal lies atop its roof. A third and final Prize Bubble is issued, this one offering the **Tea Tin Sticker**. This Tea Tin imprisons the terrible Titans. Place it on the blueprint.



THE PUMPINATOR!



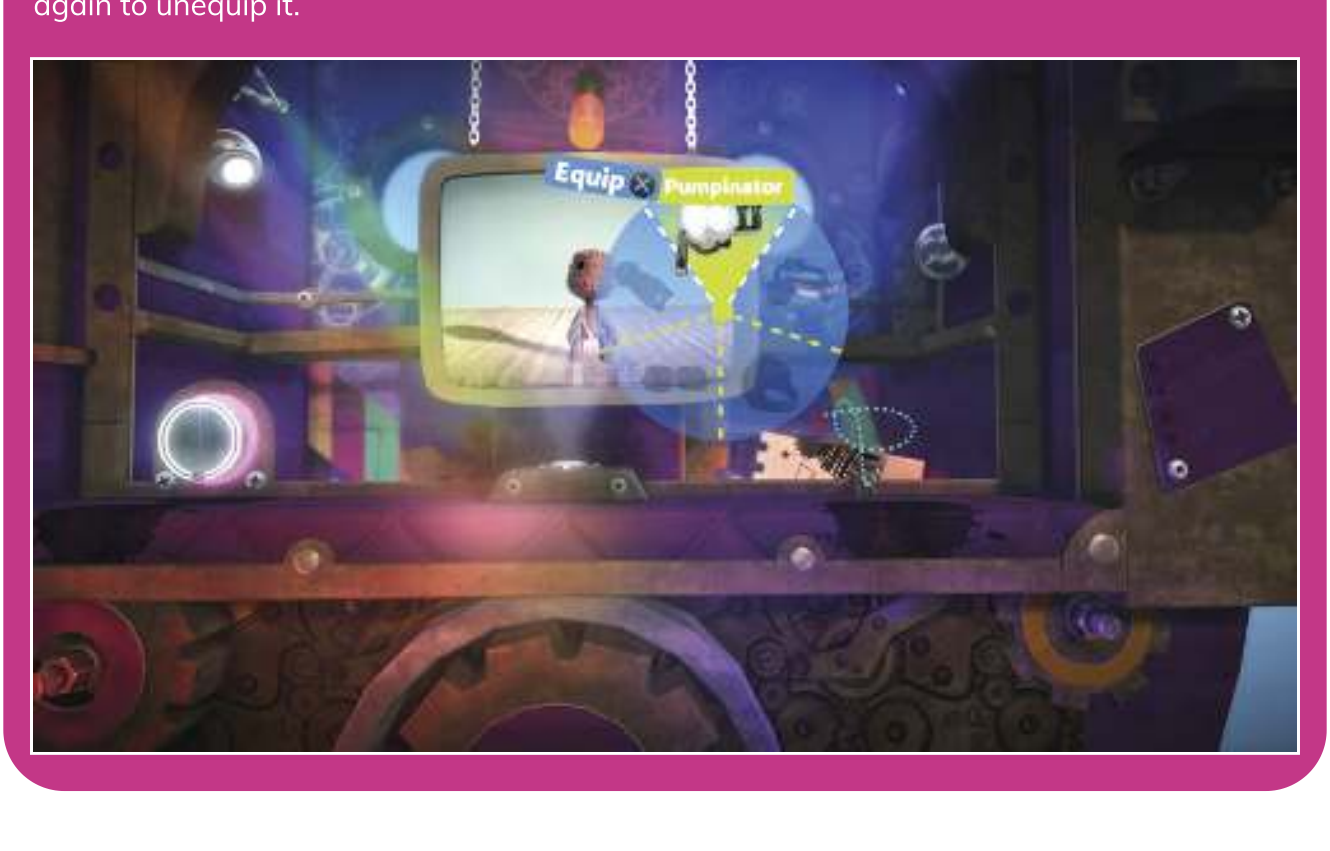
A Mechanical Marvel

Given the task at hand, Newton has handcrafted something special for just this occasion. Imagination made mechanical, a handheld source of inspiration that both sucks and blows, behold the Pumpinator!

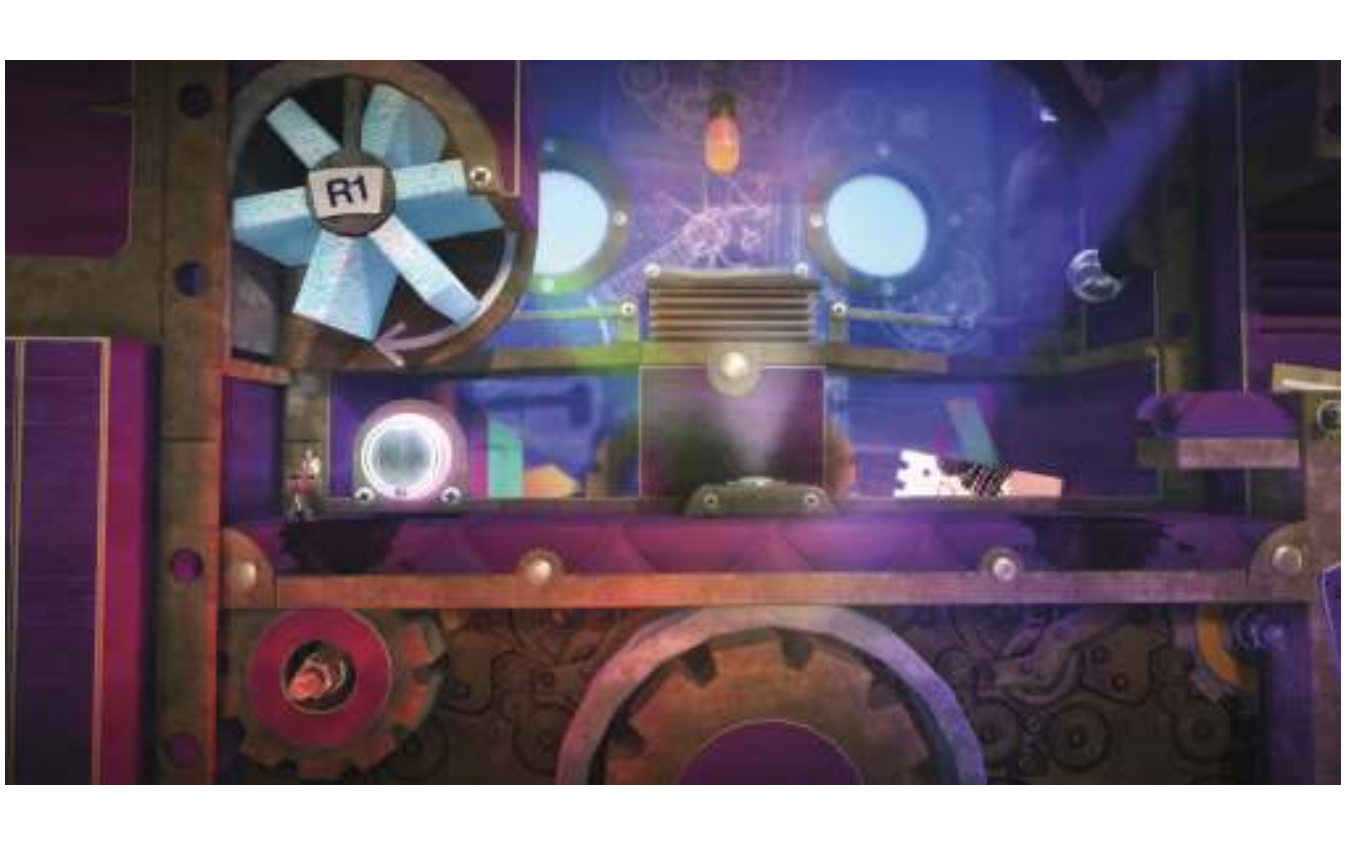
After a brief technical issue, the Pumpinator is placed prominently for your sack person's procurement.

The Sackpocket

For this adventure, your sack person amasses various amazing tools to save Bunkum. To equip, unequip, or switch between them, your sack person can access the Sackpocket. Press ● to open the Sackpocket, highlight an item with the left stick, and then press ⊗ to equip. While highlighting an equipped item, press ⊗ again to unequip it.



After equipping the Pumpinator from the Sackpocket, it's time to give it a whirl. Use the right stick to aim, and press R1 to blow or L1 to suck. Aim the Pumpinator at the large blue gear above in the left corner. Aim with the right stick, and press R1 to blow the gear and make it spin. Be sure it's rotating in the direction that the white arrow indicates.

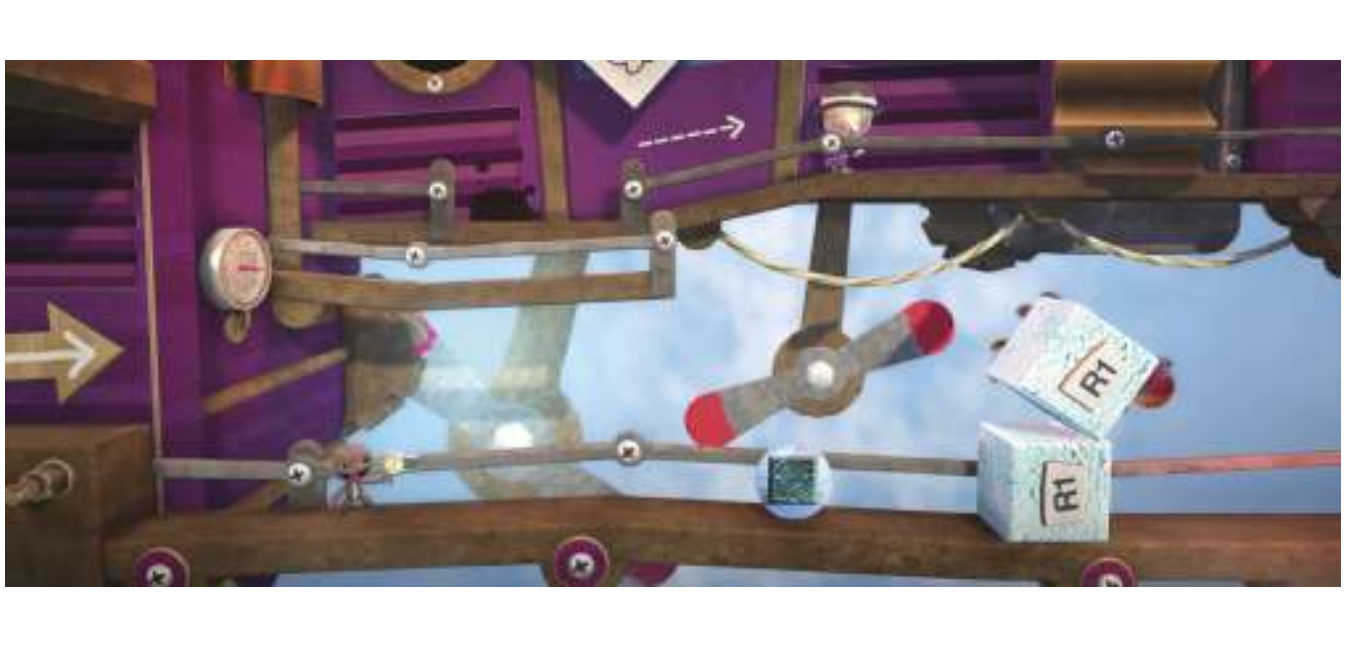


Turning the gear opens up the exit to the right. Follow the wobbling cardboard arrow there to proceed.

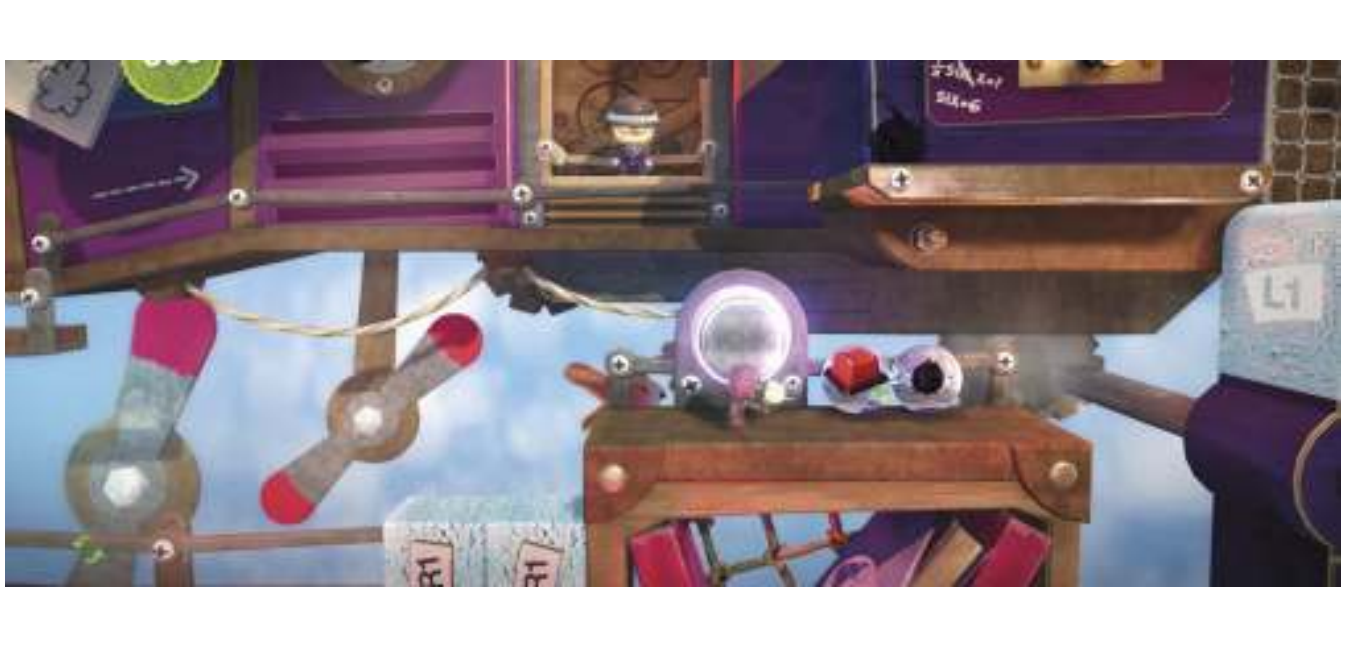
Blue Gears Blowout

This is only the first of many blue gears your sack person encounters in Bunkum. Whenever you see similarly colored gears or other objects, see how the Pumpinator can interact with them.

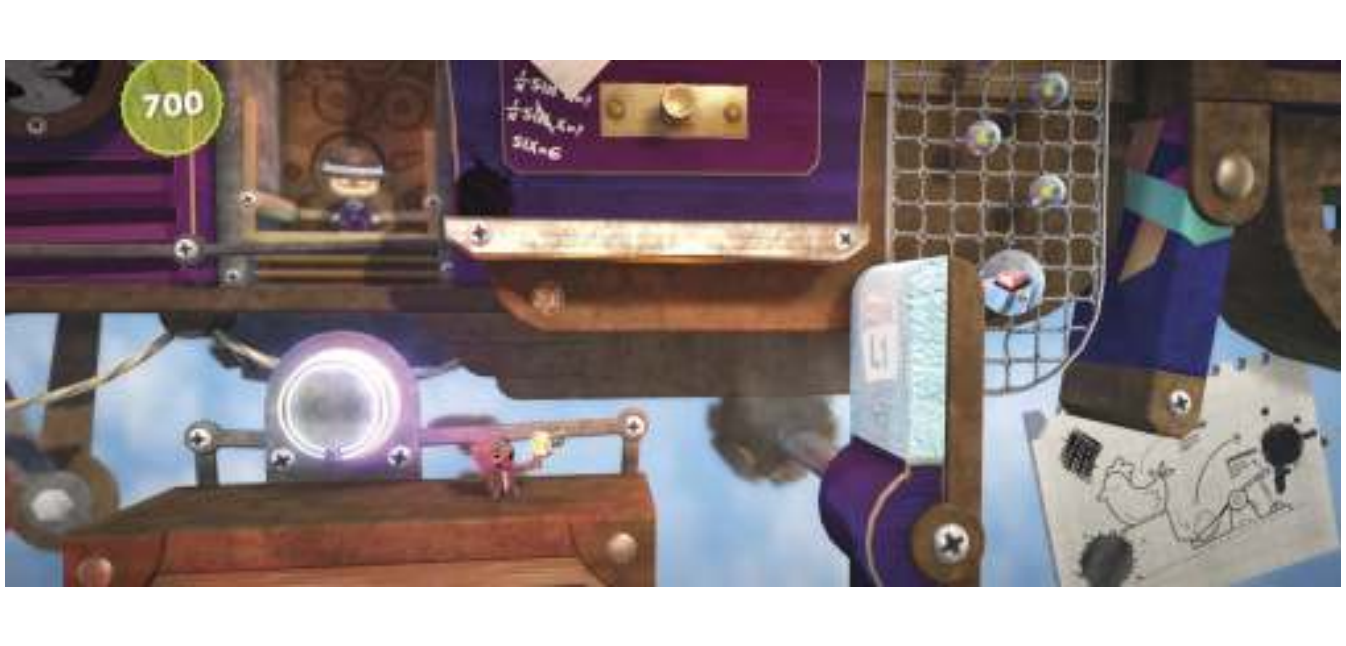
A Prize Bubble comes flying at your sack person, virtually popping itself! It offers the **Blue Polystyrene Material**.



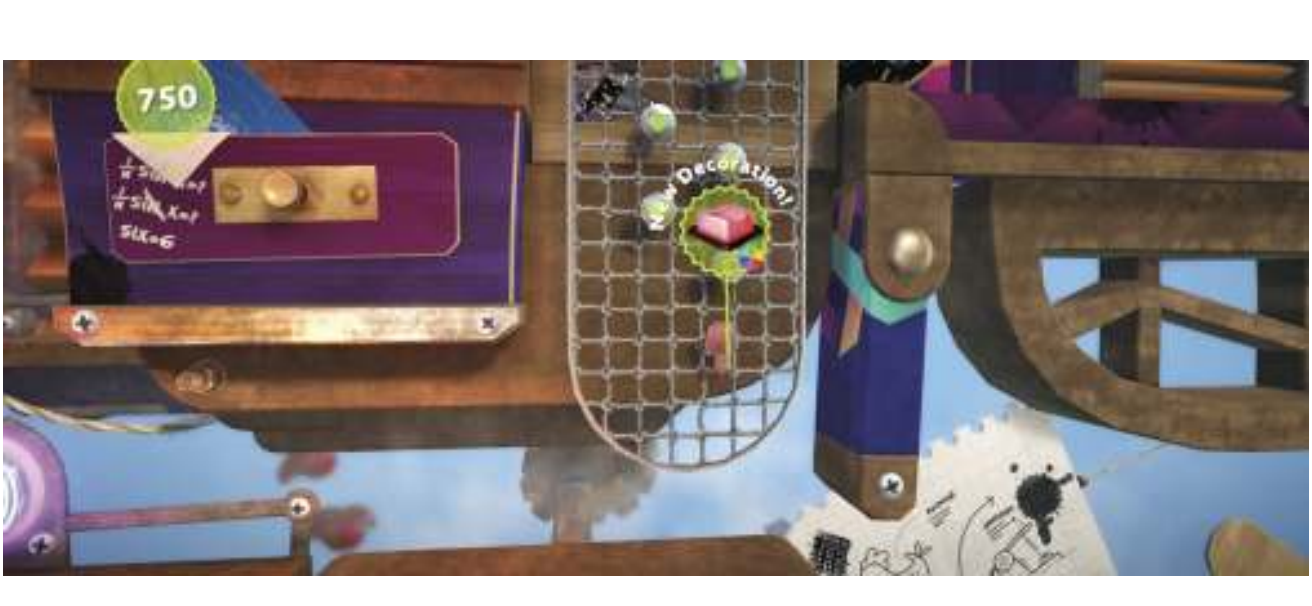
After blowing the blue boxes forward with your Pumpinator to serve as steps to the next Checkpoint, pop the two Prize Bubbles there to harvest the **Raised Button Decoration** and **Ink Stain 5 Sticker**.

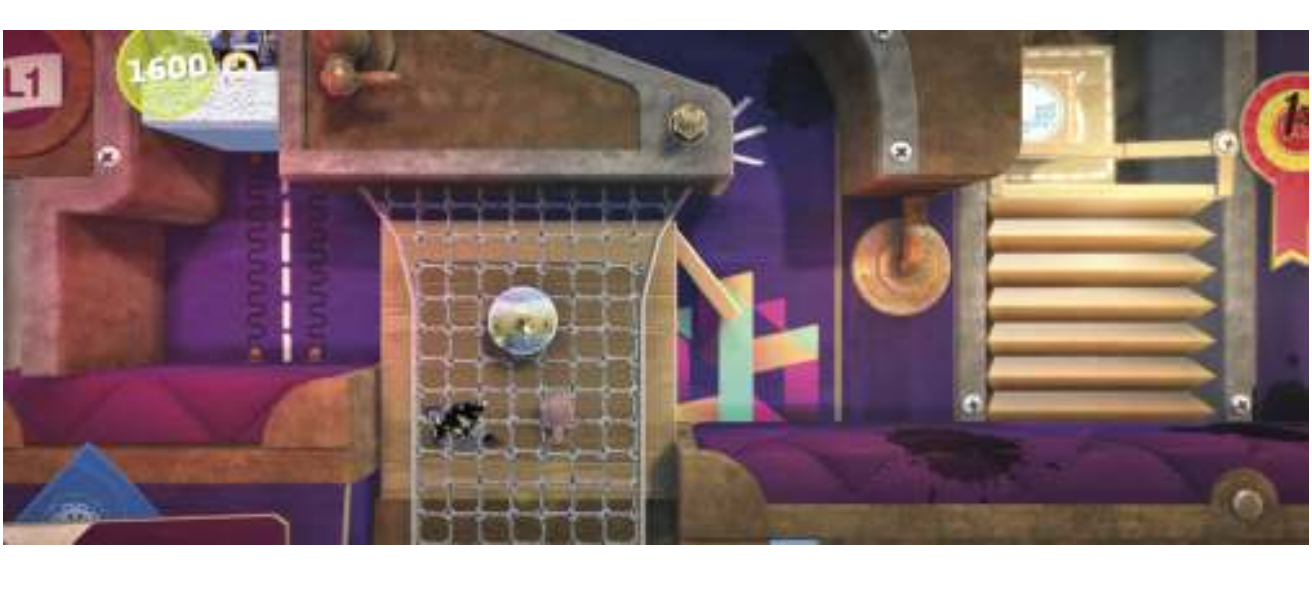


The platform leading to the next section seems to have slipped out of position. Fortunately, the blue sponge piece of it easily succumbs to the suction of the Pumpinator. Press L1 to move the platform into position.



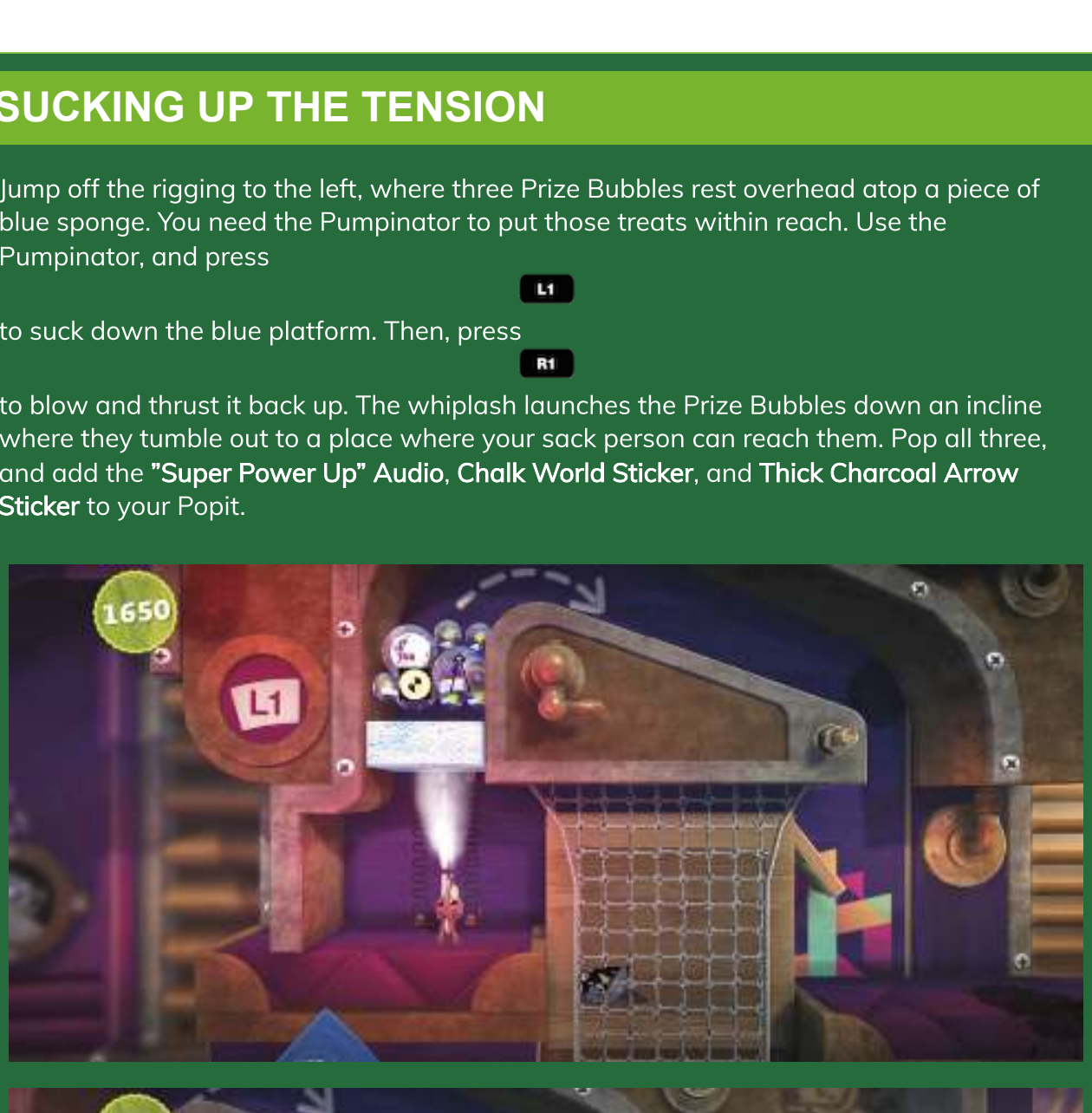
Your sack person can now climb up the rope rigging, popping two Prize Bubbles during the ascent that award the **Depressed Button Decoration** and **Antique Brass Button Decoration** .

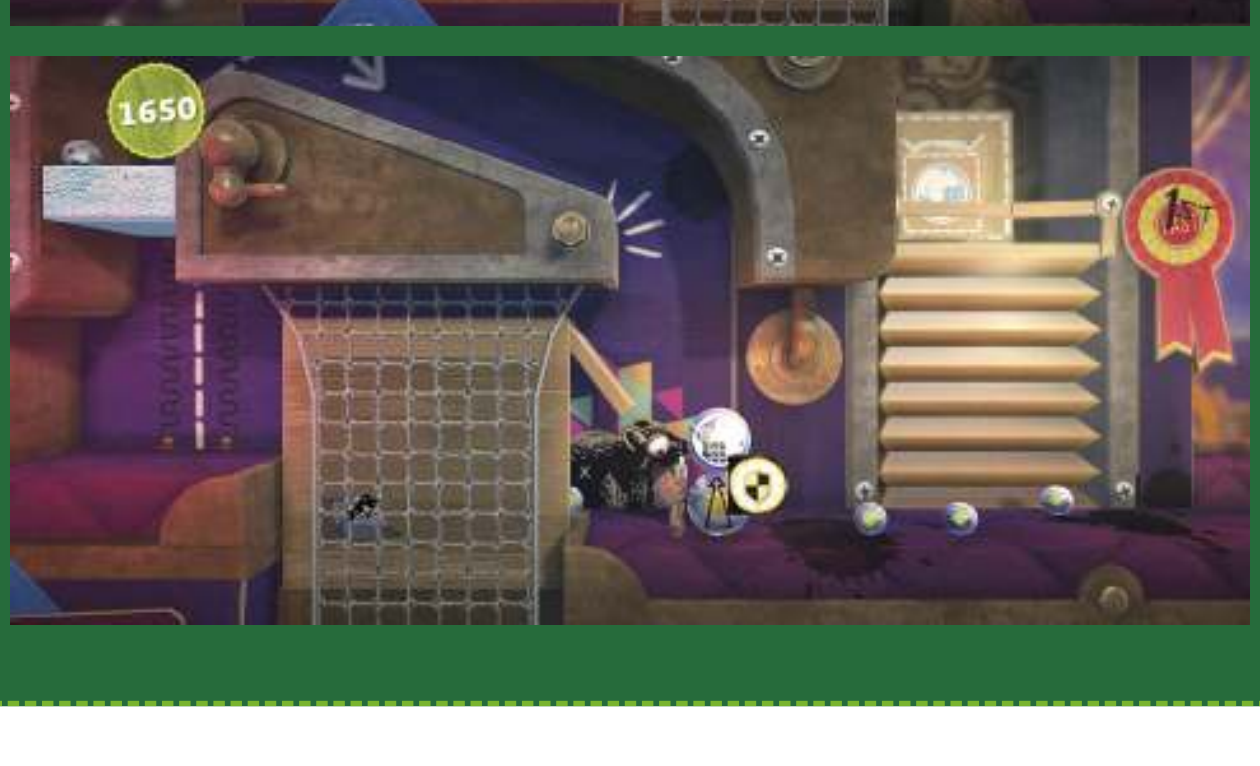




SUCKING UP THE TENSION

Jump off the rigging to the left, where three Prize Bubbles rest overhead atop a piece of blue sponge. You need the Pumpinator to put those treats within reach. Use the Pumpinator, and press L1 to suck down the blue platform. Then, press R1 to blow and thrust it back up. The whiplash launches the Prize Bubbles down an incline where they tumble out to a place where your sack person can reach them. Pop all three, and add the **"Super Power Up" Audio**, **Chalk World Sticker**, and **Thick Charcoal Arrow Sticker** to your Popit.

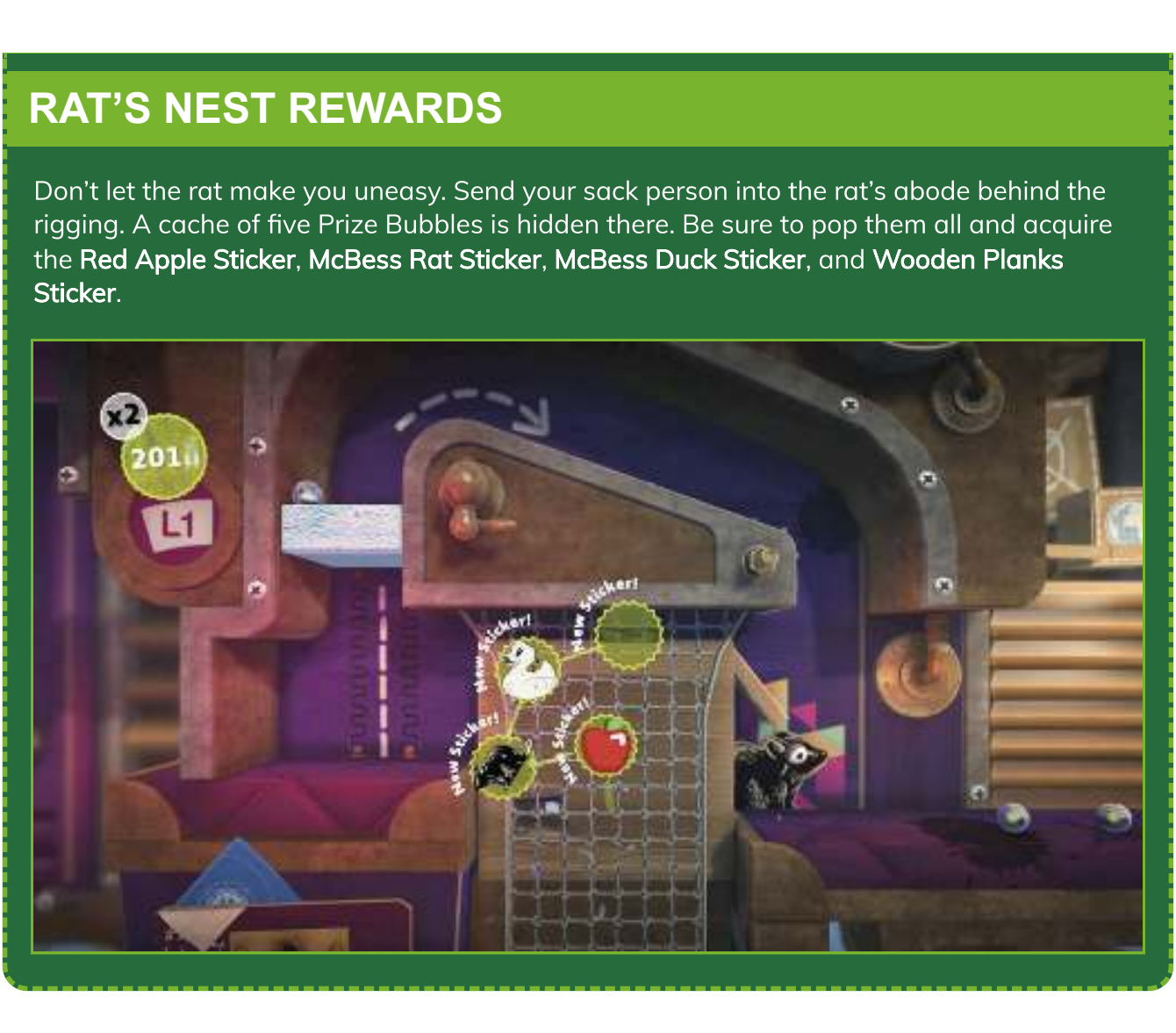




Jump off the rigging to the right, where a bold rat lurks in the crawlspaces of the airship.

RAT'S NEST REWARDS

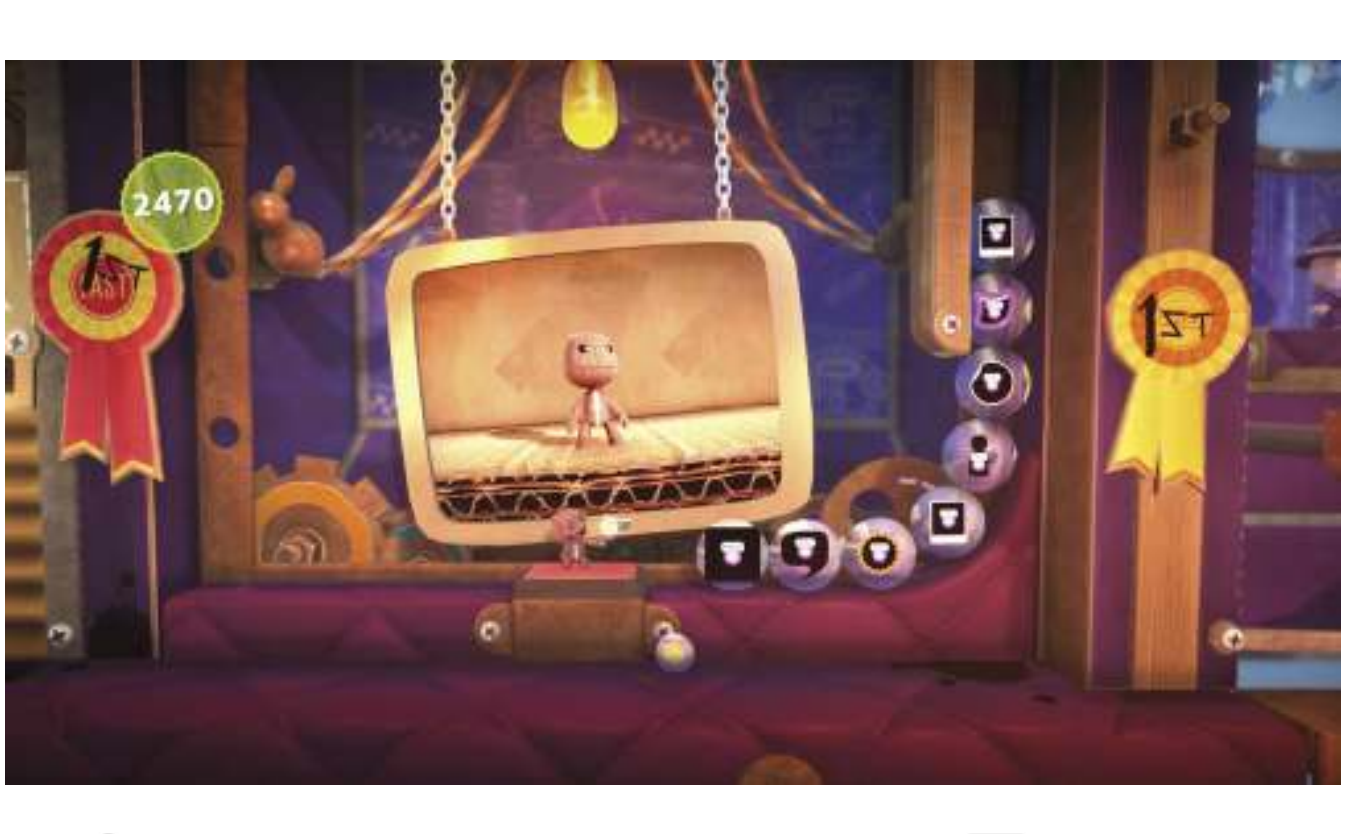
Don't let the rat make you uneasy. Send your sack person into the rat's abode behind the rigging. A cache of five Prize Bubbles is hidden there. Be sure to pop them all and acquire the **Red Apple Sticker**, **McBess Rat Sticker**, **McBess Duck Sticker**, and **Wooden Planks Sticker**.



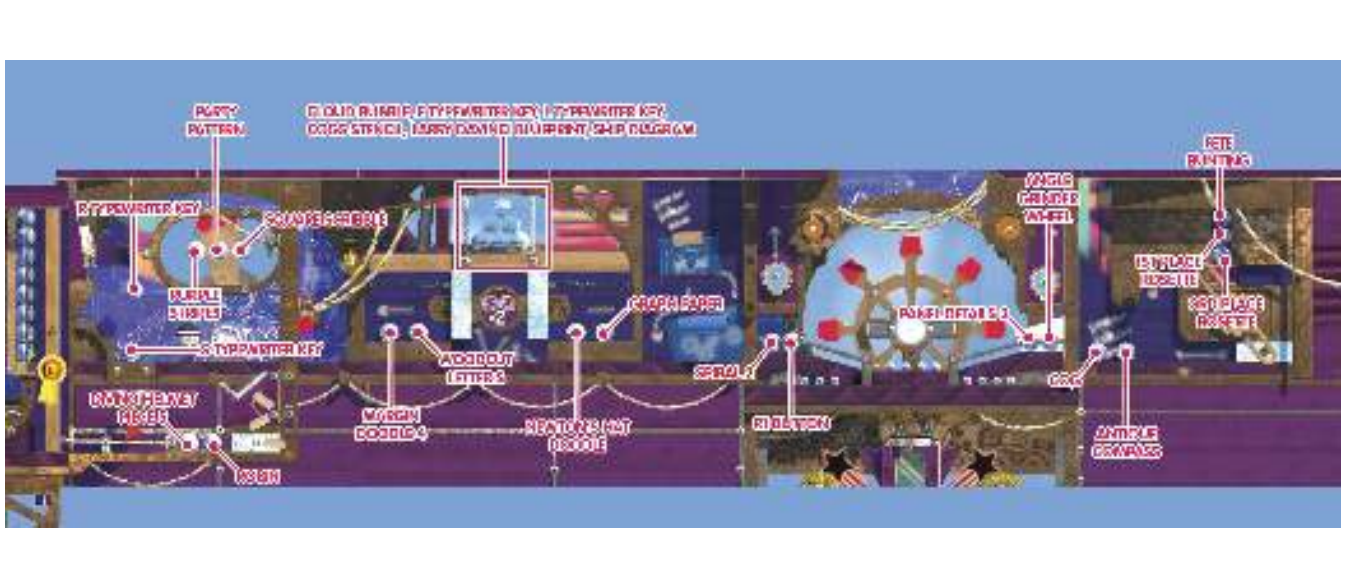
STICKER SELFIES

The abundant Imagisphere stickers are all well and good, but it's also possible to put your own pretty face (or those of your friends) on a sticker using the PlayStation®Camera.

Hop up into the background, and stomp on the red button there. This drops in a plethora of Prize Bubbles, which add all new PlayStation®Camera stickers to your Popit! Enjoy the **Photo Frame Sticker**, **Mouth Frame Sticker**, **Circle Frame Sticker**, **Body Outline Frame Sticker**, **Black and White Photo Frame Sticker**, **Red Star Frame Sticker**, **Speech Bubble Frame Sticker**, and **Square Frame Sticker**.



Press ■ to open your Popit, and select Stickers & Decorations. Press R1 to switch pages until arriving at PlayStation®Camera. With a PlayStation®Camera plugged in, choose one of these stickers. The sticker's appearance changes depending on what is in view of the PlayStation®Camera. Stamp the sticker as you would normally, and commit the current image to sticker form.

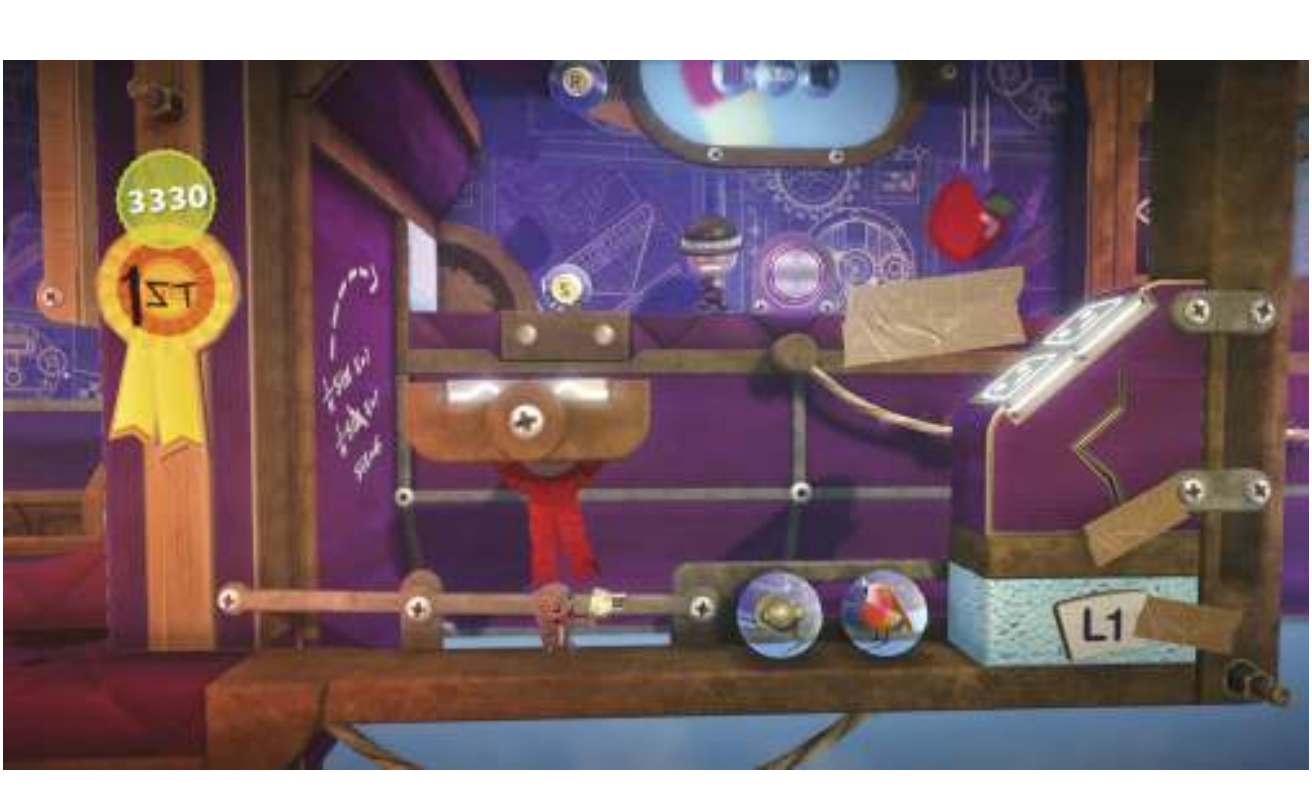


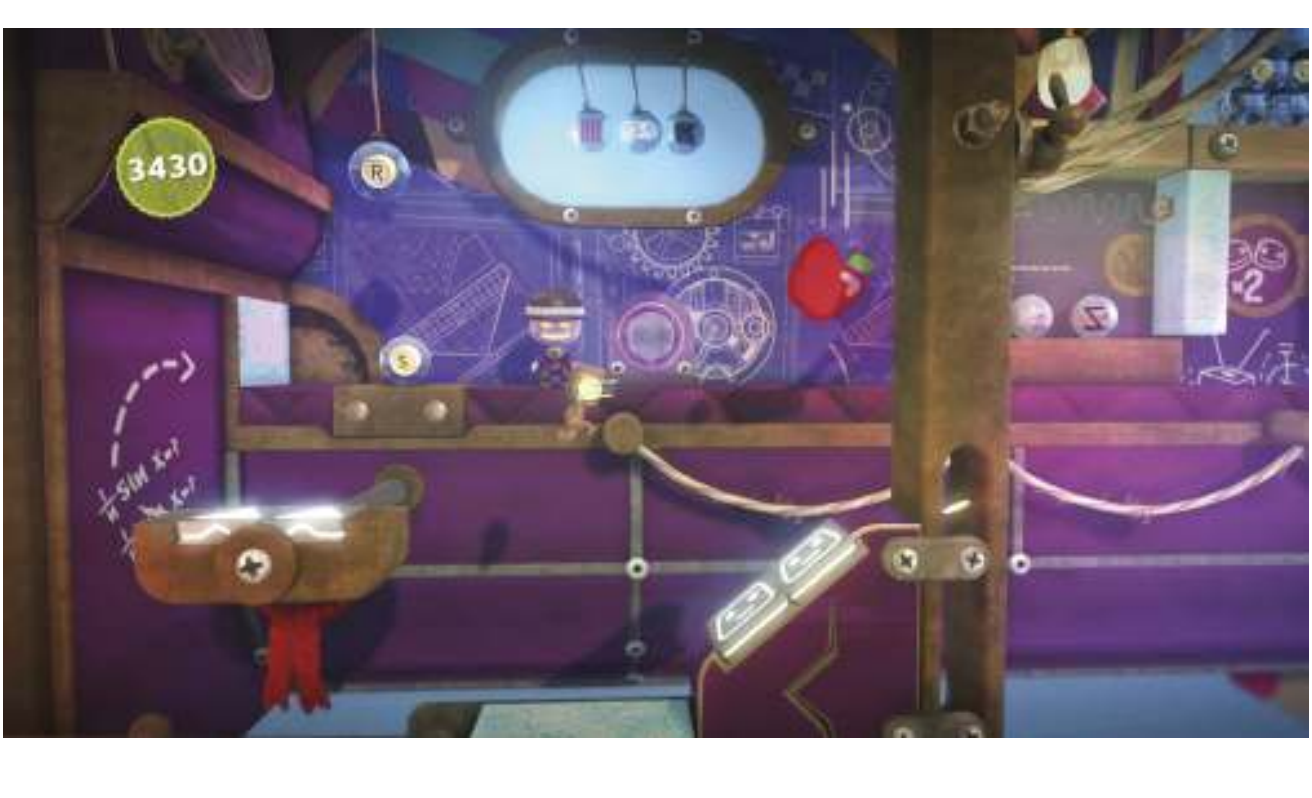
Countdown to Launch

Keep plugging along to the right, where two Prize Bubbles beg to be burst. Rupturing them releases the **Diving Helmet Piece 5 Decoration** and **Robin Sticker**.

Next, use the Pumpinator to suck out the labeled blue sponge. This provides the step up needed to reach a pair of angled Bounce Pads. Bounce off of them and onto a pair of Layer Launchers suspended on a platform.

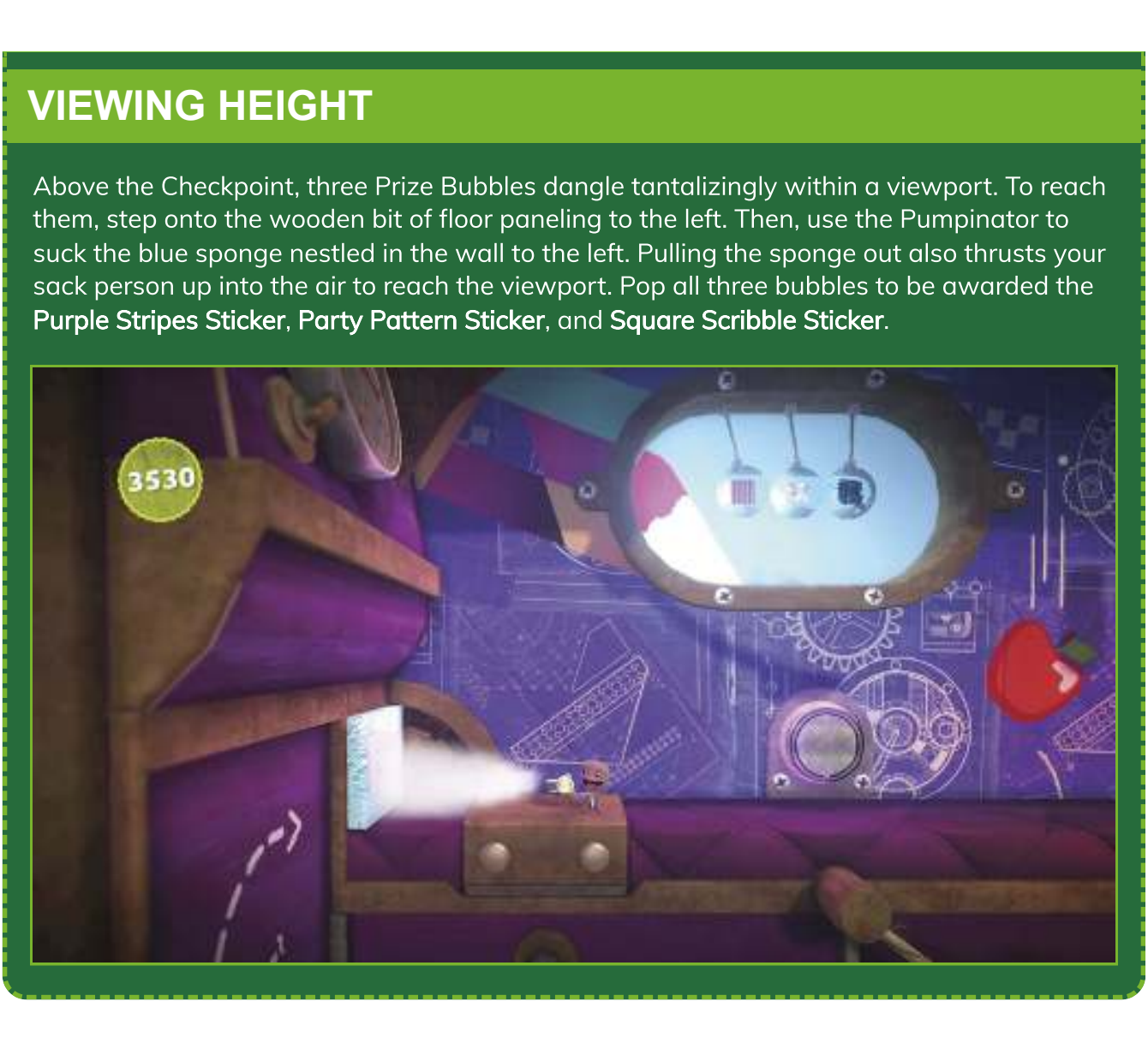
Flying through to the background, be sure your sack person pops the mid-air Prize Bubble for its **R Typewriter Key Decoration**. Then, land in yet another Prize Bubble for its **S Typewriter Key Decoration**.



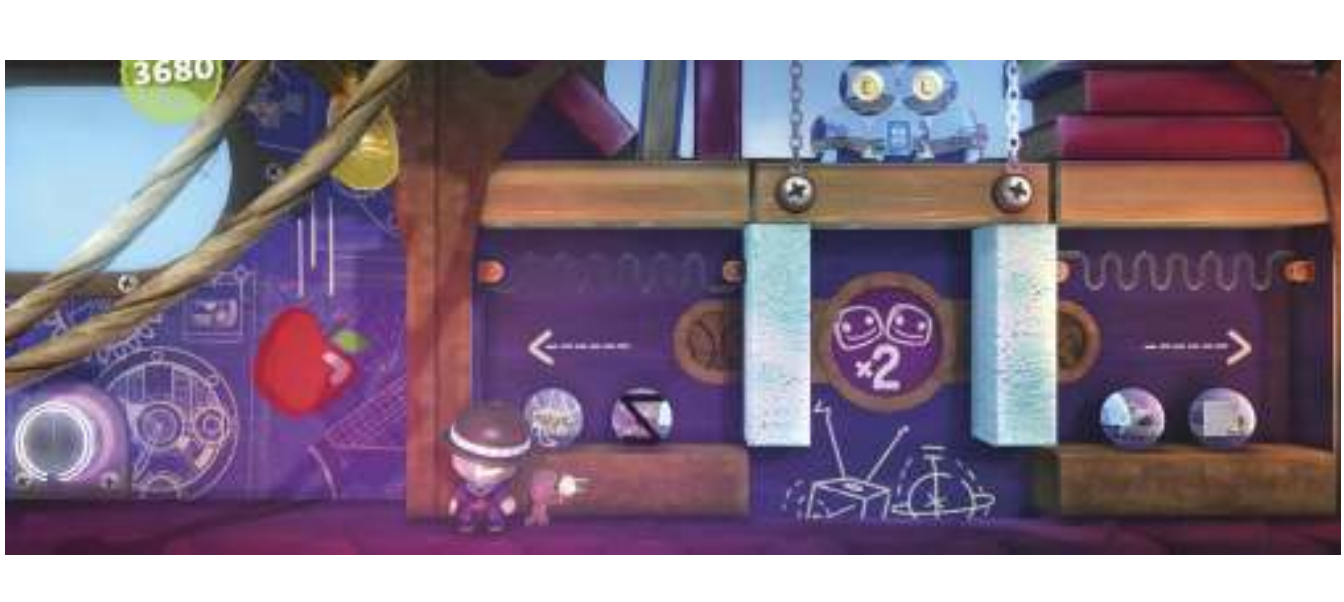


VIEWING HEIGHT

Above the Checkpoint, three Prize Bubbles dangle tantalizingly within a viewport. To reach them, step onto the wooden bit of floor paneling to the left. Then, use the Pumpinator to suck the blue sponge nestled in the wall to the left. Pulling the sponge out also thrusts your sack person up into the air to reach the viewport. Pop all three bubbles to be awarded the **Purple Stripes Sticker**, **Party Pattern Sticker**, and **Square Scribble Sticker**.

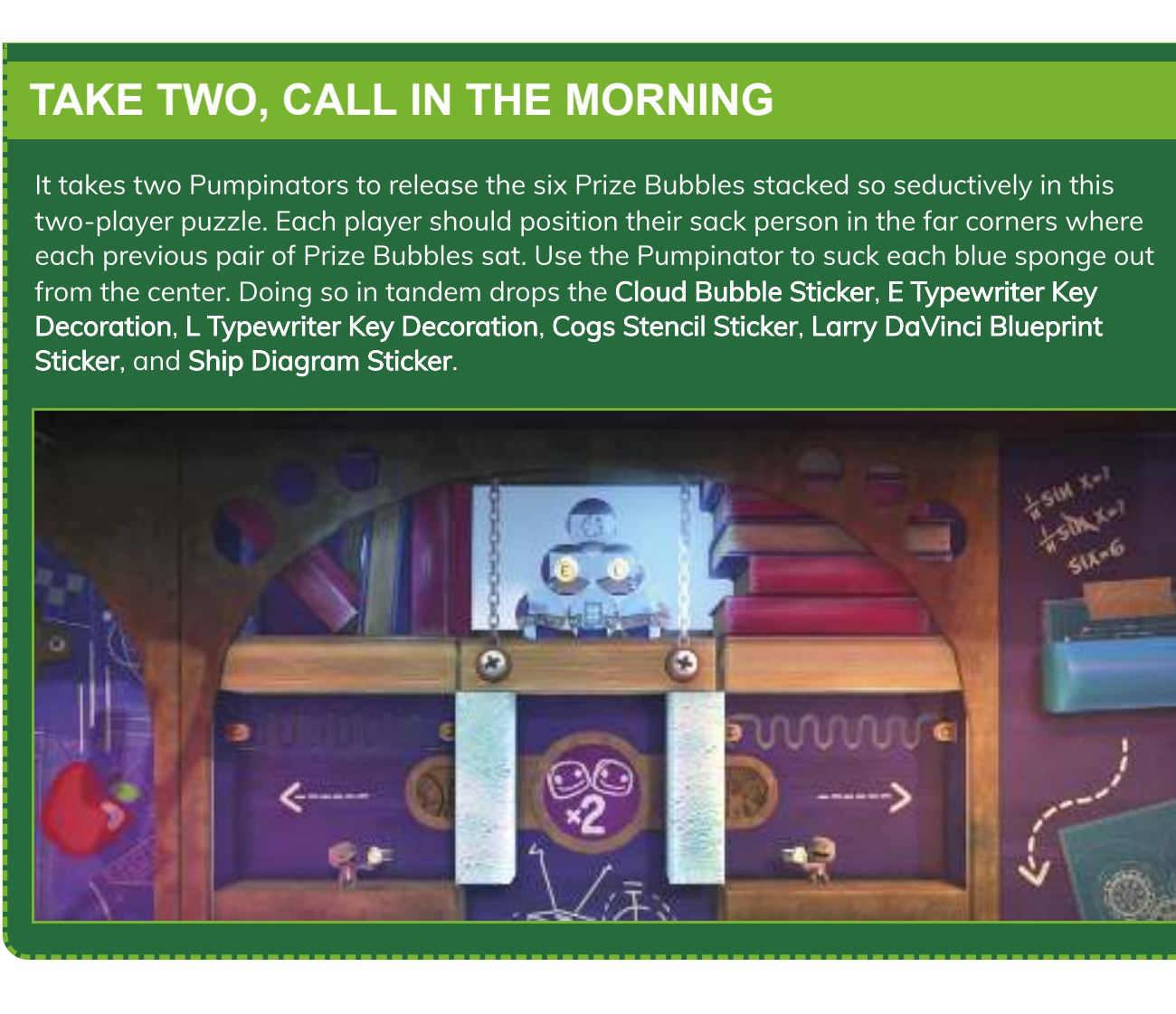


Just beyond to the right, your first two-player puzzle awaits! Pairs of Prize Bubbles are nestled to the left and right. Run through all four to acquire the **Margin Doodle 4 Sticker**, **Woodcut Letter S Sticker**, **Newton's Hat Doodle Sticker**, and **Graph Paper Material**.



TAKE TWO, CALL IN THE MORNING

It takes two Pumpinators to release the six Prize Bubbles stacked so seductively in this two-player puzzle. Each player should position their sack person in the far corners where each previous pair of Prize Bubbles sat. Use the Pumpinator to suck each blue sponge out from the center. Doing so in tandem drops the **Cloud Bubble Sticker**, **E Typewriter Key Decoration**, **L Typewriter Key Decoration**, **Cogs Stencil Sticker**, **Larry DaVinci Blueprint Sticker**, and **Ship Diagram Sticker**.

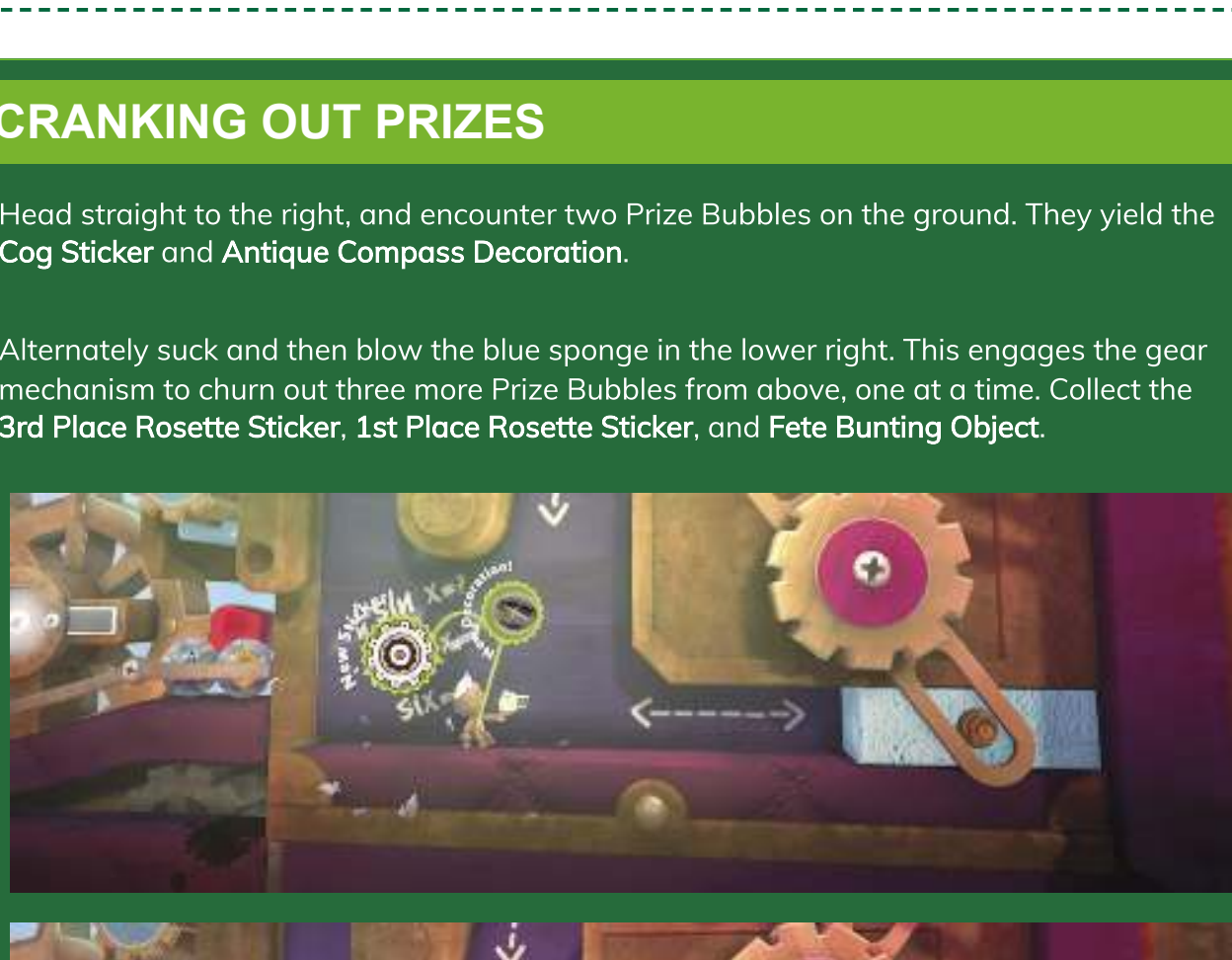


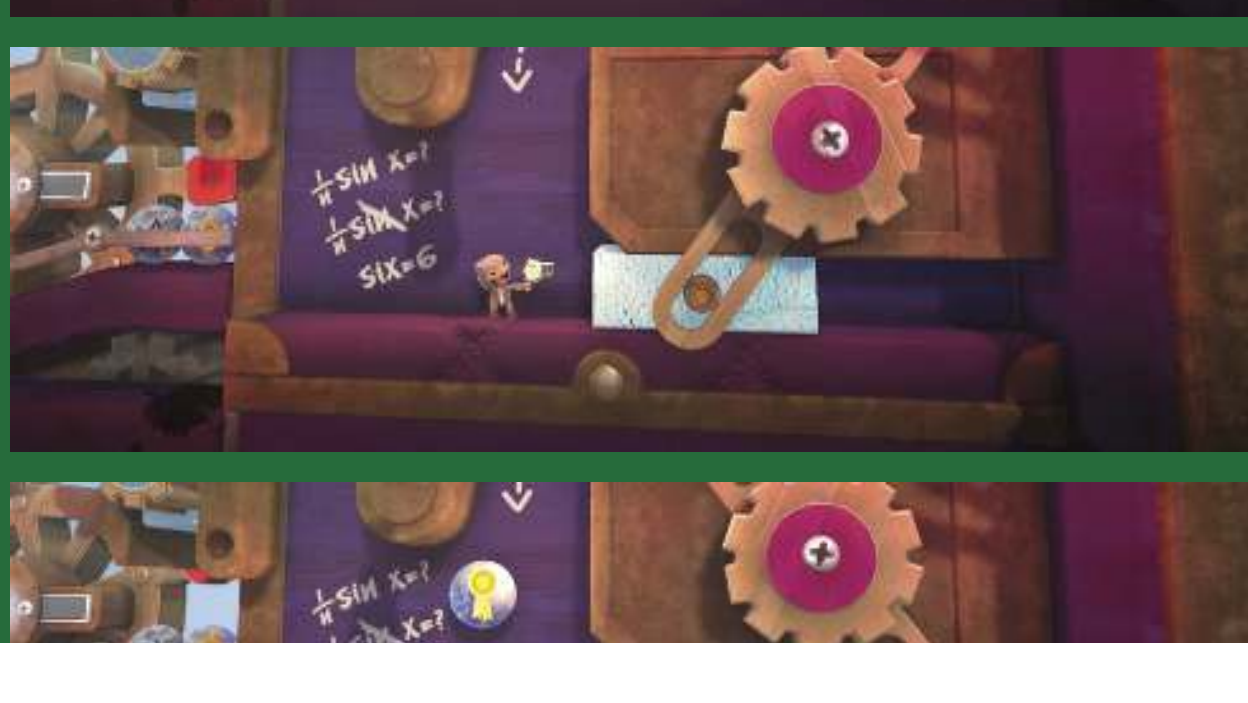
Supervertical Infiltration Station

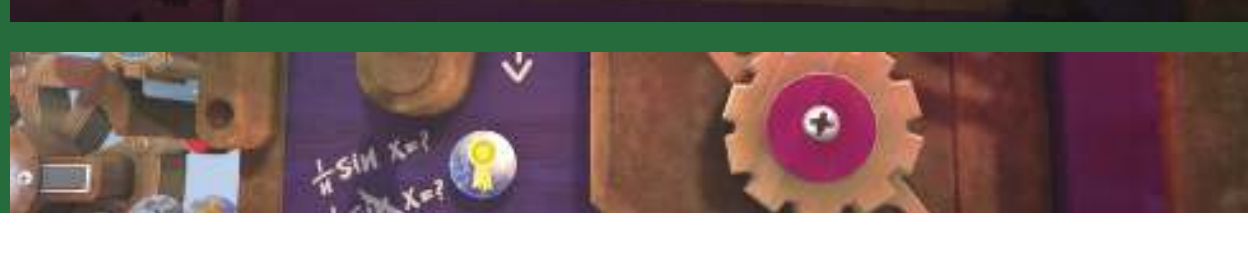
CRANKING OUT PRIZES

Head straight to the right, and encounter two Prize Bubbles on the ground. They yield the **Cog Sticker** and **Antique Compass Decoration**.

Alternately suck and then blow the blue sponge in the lower right. This engages the gear mechanism to churn out three more Prize Bubbles from above, one at a time. Collect the **3rd Place Rosette Sticker**, **1st Place Rosette Sticker**, and **Fete Bunting Object**.







LittleBIG Planet 3

Adventure: Prologue

Stitchem Manor

Prize Bubble Pick-Ups

☑ STICKERS
- ☐ FISH BONES
- ☐ BLUE AND PINK FLOWER
- ☐ MCBESS KETTLE
- ☐ CAT BALLOON
- ☐ WHITE AND PINK DRESS
- ☐ LONG STRIPEY SOCK
- ☐ ROUGH GREY SQUARE
- ☐ LAUGHING MOUTH
- ☐ CROW'S BODY
- ☐ CROW'S HEAD
- ☐ CROW'S WING
- ☐ WOOLEN BALL
- ☐ PORTRAIT–CATS
- ☐ PORTRAIT–NEWTON
- ☐ STITCHING
- ☐ OLD LADY'S WIG
- ☐ STRING OF PEARLS
- ☐ INK STAIN
- ☐ VASE
- ☐ PURPLE SHIELD
- ☐ BLUE GRADIENT FADE
- ☐ SNOW FLAKES
- ☐ ANGRY EYE
- ☐ RAIN DROP 2
- ☐ CROW'S FEATHER
- ☐ PINK SMUDGE
- ☐ CAT MOUTH
- ☐ RASHER OF BACON
- ☐ MOUSE EYE
- ☐ SPOOKY CAT FACE
- ☐ CAT LEG

☑ OBJECTS
- ☐ SQUARE COFFEE POT
- ☐ STACK OF PLATES
- ☐ TIN CUB–BLUE
- ☐ FRESH CARROT
- ☐ SAUCE PAN
- ☐ FABRIC CAT
- ☐ CHINA TEACUP
- ☐ HAND BELL
- ☐ CHEF'S KNIFE
- ☐ METAL BLOCK
- ☐ PAN HANDLE 1

☑ COSTUMES
- ☐ ELLA MONTAGUE HAT
- ☐ ELLA MONTAGUE SWEATER
- ☐ ELLA MONTAGUE SKIRT

☑ DECORATIONS
- ☐ STITCHEM GATE–RIGHT
- ☐ STITCHEM GATE–LEFT
- ☐ DINNER KNIFE 1
- ☐ DINNER KNIFE 2
- ☐ FORK
- ☐ METAL PIPE
- ☐ DOOR HINGE
- ☐ DRAWER KNOB 1
- ☐ GRAMOPHONE SPEAKER
- ☐ TEMPERATURE
- ☐ DARK EYELET
- ☐ MOUSE FINGER PUPPET
- ☐ 1950s OVEN KNOB
- ☐ BENT FORK 2
- ☐ DRAWER KNOB 3
- ☐ OVEN HEATING ELEMENT
- ☐ PAN HANDLE
- ☐ LACE FABRIC
- ☐ STEAM SHIMMER
- ☐ PORTRAIT–CATS
- ☐ GAS COOKER KNOB
- ☐ DRAWER KNOB 4
- ☐ LEAD PIPE–CORNER
- ☐ BENT FORK 1
- ☐ BUTTER KNIFE
- ☐ WINDOW HINGE
- ☐ DARK GRAMOPHONE
- ☐ MOUSE TAIL
- ☐ SPOON
- ☐ WINDOW SHUTTERS
- ☐ OLD HEX BOLT
- ☐ PAN LID HANDLE
- ☐ CAT TAIL
- ☐ TORN PAGE
- ☐ DRAWER KNOB 2
- ☐ PLASTIC CLOTHES PEG
- ☐ DIVING HELMET
- ☐ CROCHET SQUARE 1
- ☐ CROCHET SQUARE 2
- ☐ GAS LAMP

☑ MATERIALS
- ☐ FLOWERY FABRIC
- ☐ CUTLERY 1
- ☐ EMBOSSED PURPLE WALLPAPER
- ☐ OVEN GRILL
- ☐ PULSING ELEMENT
- ☐ OLD METAL (ROUNDED)

Level Complete Gifts

☑ STICKER
PURPLE MOON

☑ BACKGROUND
NEEDLEPOINT (WINTER)

☑ COSTUME
NANA PUD COSTUME

Collected All Gifts

☑ AUDIO
"STITCHEM MANOR"

☑ DECORATION
GNARLED BRANCH

☑ STICKER
LOVE HEART UNDERPANTS

Aced Level Gifts

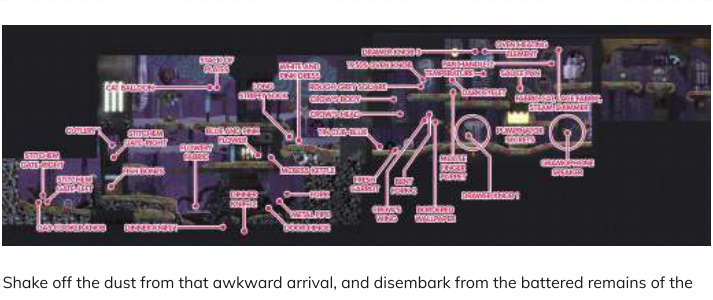
☑ STICKER
GRANNY PANTS

☑ DECORATION
MONTY

Newton's means of transportation certainly leaves something to be desired in the comfort and (more importantly) landing department. Still, all's well that ends well, and Newton did, after all, get your sack person right to the front entrance of Stitchem Manor. Don't let the spooky décor give your sack person pause. Summon the courage to venture forth beyond the gates and into the creepy abode within.

This is the final resting place of the dreaded Titans. Nana Pud lives here, and Newton suspects that she plans to release the malevolent trio. It's up to you to stop her!

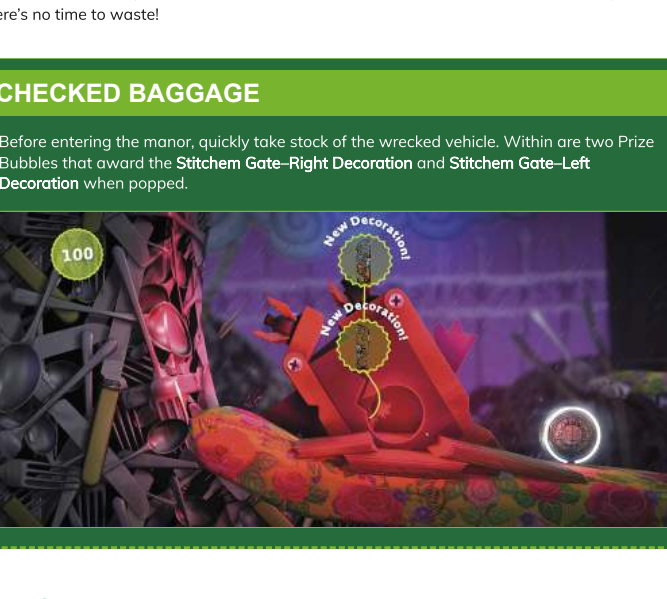
MIND YOUR MANOR



Shake off the dust from that awkward arrival, and disembark from the battered remains of the dropship. The Tea Tin containing the Titans lurks somewhere within, and only your sack person can ensure its security from those who would see the entrapped villains released. Hurry onward; there's no time to waste!

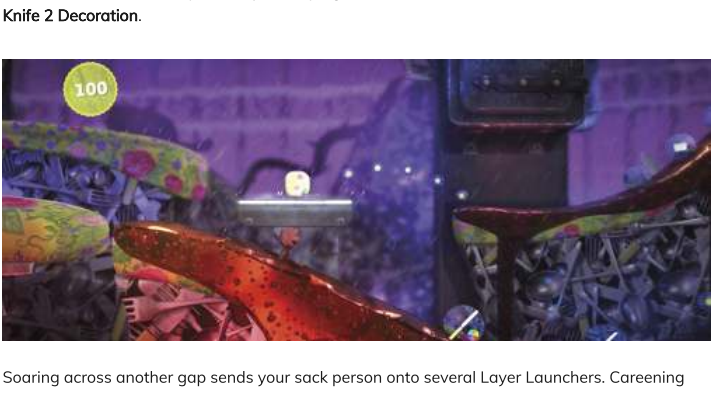
CHECKED BAGGAGE

Before entering the manor, quickly take stock of the wrecked vehicle. Within are two Prize Bubbles that award the **Stitchem Gate–Right Decoration** and **Stitchem Gate–Left Decoration** when popped.



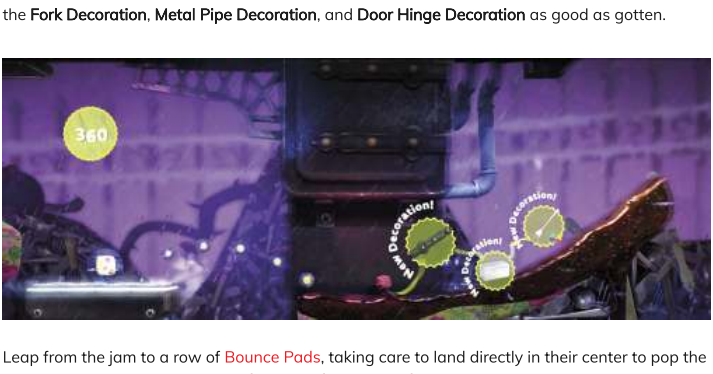
Gate Creeper

Head past the gates of Stitchem Manor, and leap to the right onto a stretch of jam. Rather than sticky, this jam's mighty slick. Your sack person goes flying across the surface, crashing through two Prize Bubbles. In the process, your Popit gains the **Dinner Knife 1 Decoration** and **Dinner Knife 2 Decoration**.

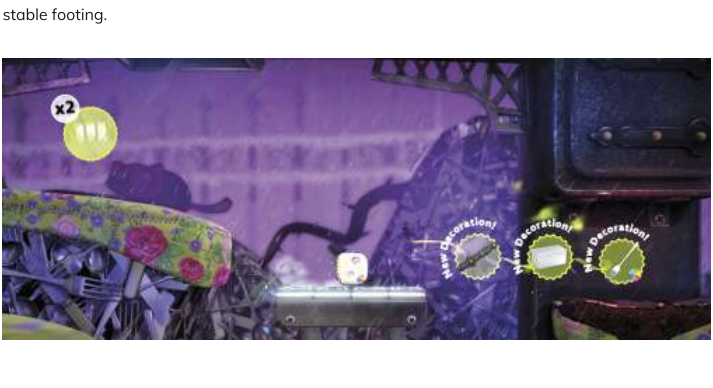


Soaring across another gap sends your sack person onto several Layer Launchers. Careening into the background, your sack person continues to be swept up on a tide of slippery jam leading

left. Three more Prize Bubbles are lined up to be popped there with virtually no effort. Consider the **Fork Decoration**, **Metal Pipe Decoration**, and **Door Hinge Decoration** as good as gotten.

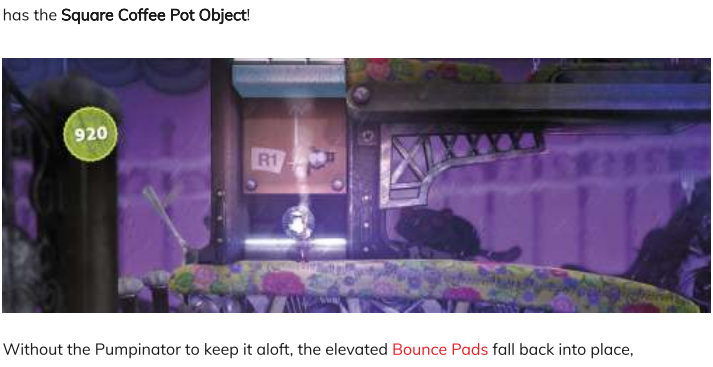


Leap from the jam to a row of Bounce Pads, taking care to land directly in their center to pop the Prize Bubble seated there for its **Flowery Fabric Material** as your sack person bounces to more stable footing.

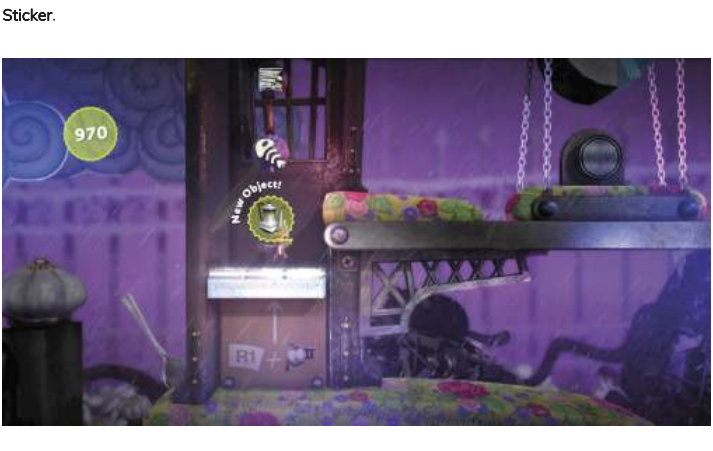


Pumped for Progress

Pay close attention to your sack person's surroundings, and the way forward is clear. Equip the Pumpinator, aim up, and press R1 to blow. This raises the platform overhead to reveal Bounce Pads within reach. While keeping the Pumpinator pumping, jump up and into the background layer to be propelled up and through a Prize Bubble to the next level up. Your sack person now has the **Square Coffee Pot Object**!



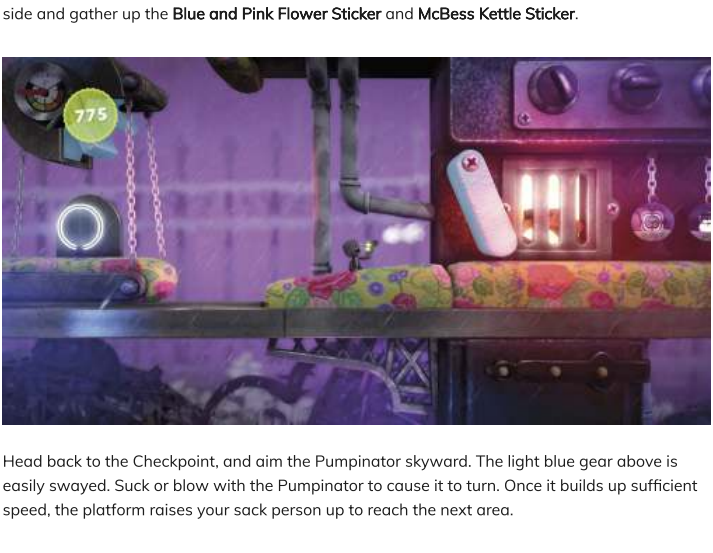
Without the Pumpinator to keep it aloft, the elevated Bounce Pads fall back into place, conveniently under your sack person's woolen feet. Landing on them bounces your sack person up yet again, through another Prize Bubble. This one nets your sack person the **Fish Bones Sticker**.



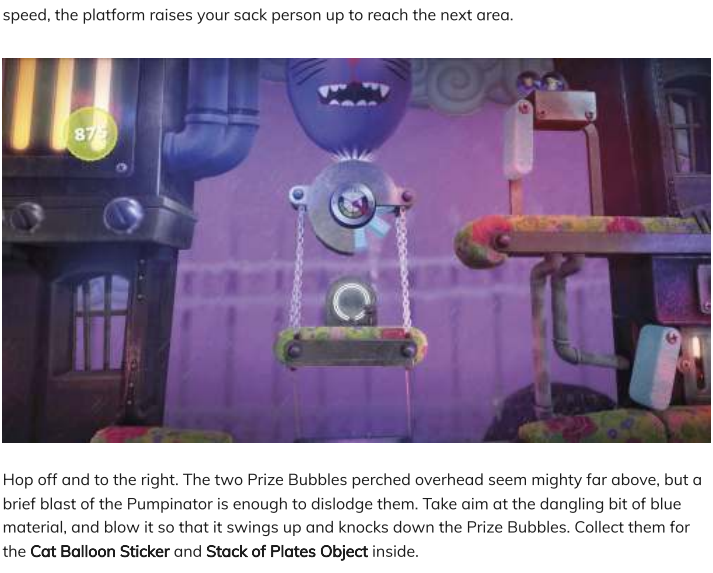
AIM THE PUMPINATOR

To get the highest Prize Bubble, aim the Pumpinator downwards, while standing on top of the platform and using L1 to suck the platform up. This helps you nab the **Cutlery 1 Material**.

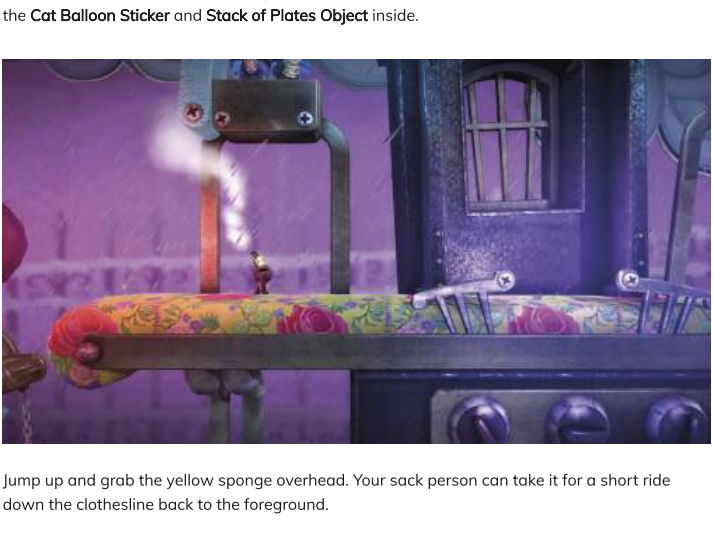
To the right past the next Checkpoint ahead, two Prize Bubbles dangle from chains beside a hot furnace grate. A flimsy barrier stands in the way, but it's no match for the power of the Pumpinator. Either suck or blow it out of the way to enable your sack person to reach the other side and gather up the **Blue and Pink Flower Sticker** and **McBess Kettle Sticker**.



Head back to the Checkpoint, and aim the Pumpinator skyward. The light blue gear above is easily swayed. Suck or blow with the Pumpinator to cause it to turn. Once it builds up sufficient speed, the platform raises your sack person up to reach the next area.



Hop off and to the right. The two Prize Bubbles perched overhead seem mighty far above, but a brief blast of the Pumpinator is enough to dislodge them. Take aim at the dangling bit of blue material, and blow it so that it swings up and knocks down the Prize Bubbles. Collect them for the **Cat Balloon Sticker** and **Stack of Plates Object** inside.

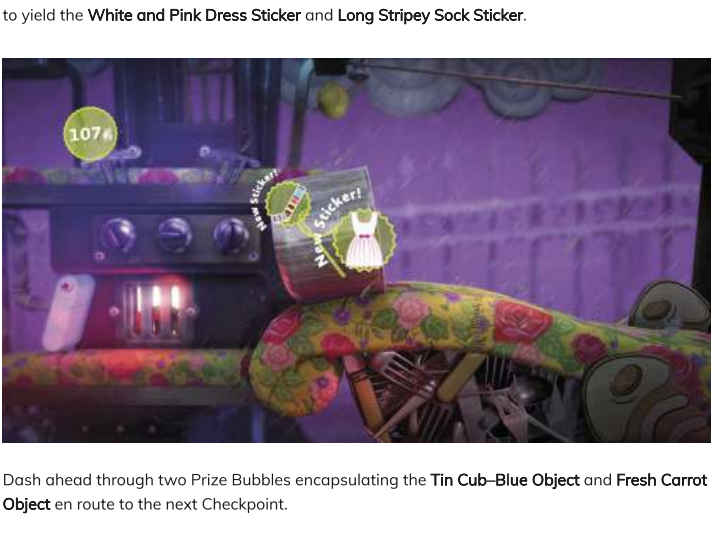


Jump up and grab the yellow sponge overhead. Your sack person can take it for a short ride down the clothesline back to the foreground.

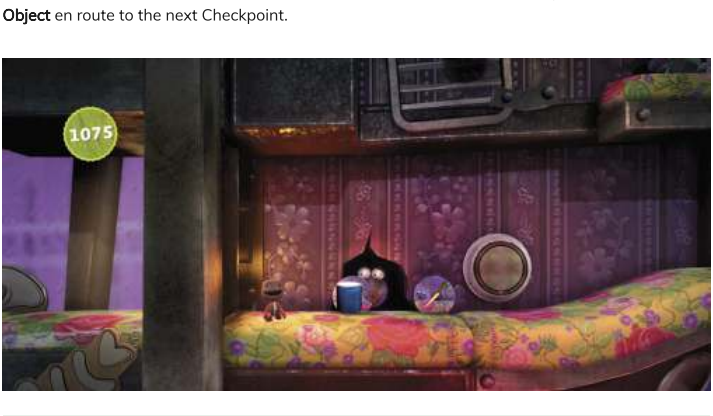
HANDS-FREE GRABBING

Unequip the Pumpinator to ensure that your sack person doesn't accidentally blow the sponge away rather than grab it.

Upon landing, duck to the left, where two Prize Bubbles rest near a toppled pot. Pop them both to yield the **White and Pink Dress Sticker** and **Long Stripey Sock Sticker**.

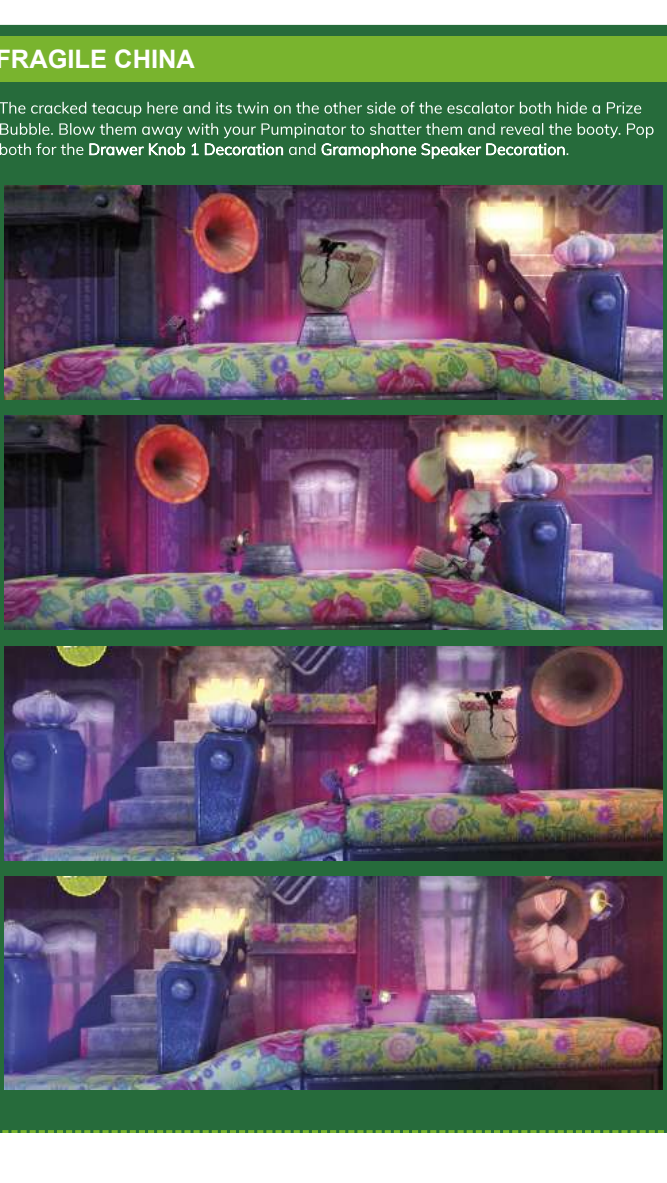


Dash ahead through two Prize Bubbles encapsulating the **Tin Cub–Blue Object** and **Fresh Carrot Object** en route to the next Checkpoint.



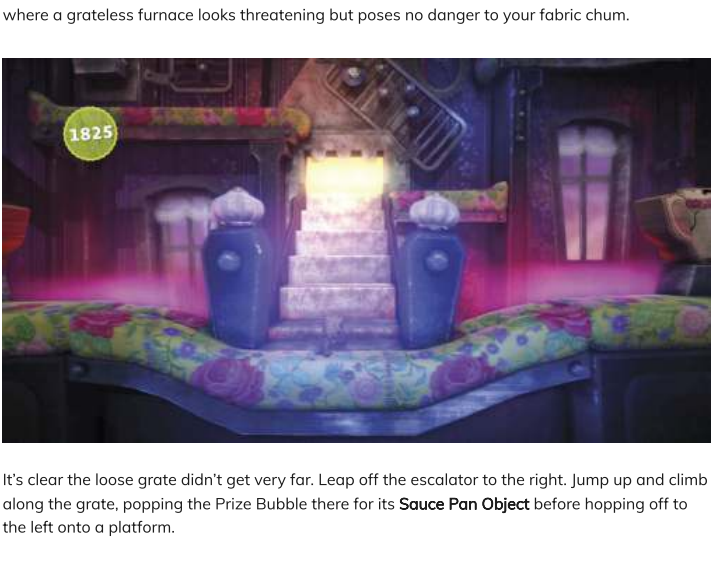
FRAGILE CHINA

The cracked teacup here and its twin on the other side of the escalator both hide a Prize Bubble. Blow them away with your Pumpinator to shatter them and reveal the booty. Pop both for the **Drawer Knob 1 Decoration** and **Gramophone Speaker Decoration**.

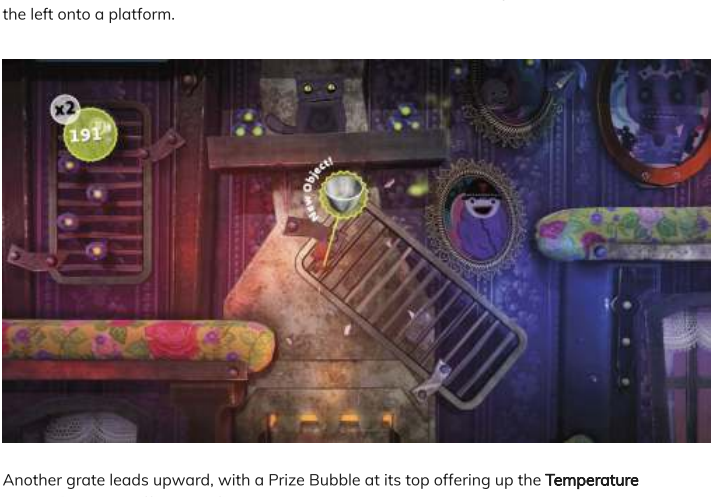


Stairway to Oven

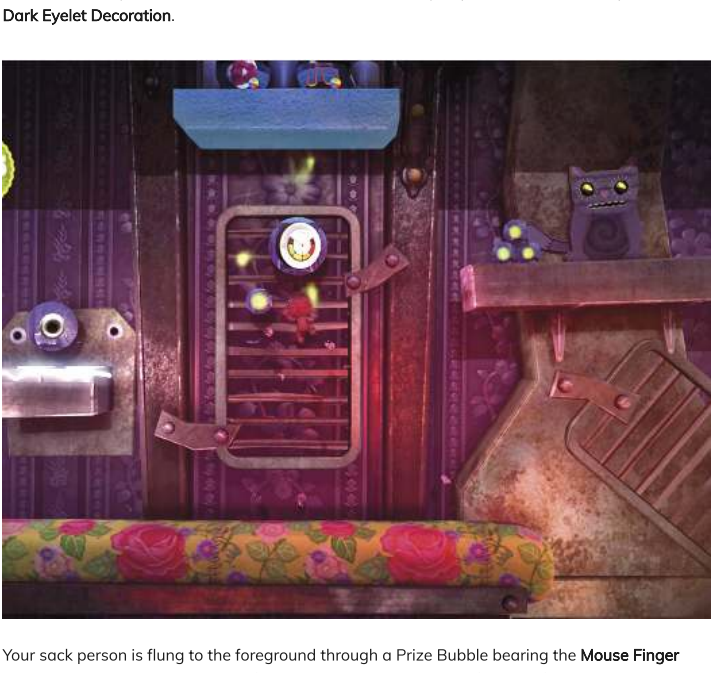
An escalator is the only means of continuing onward. Hop up and ride it toward the background, where a grateless furnace looks threatening but poses no danger to your fabric chum.



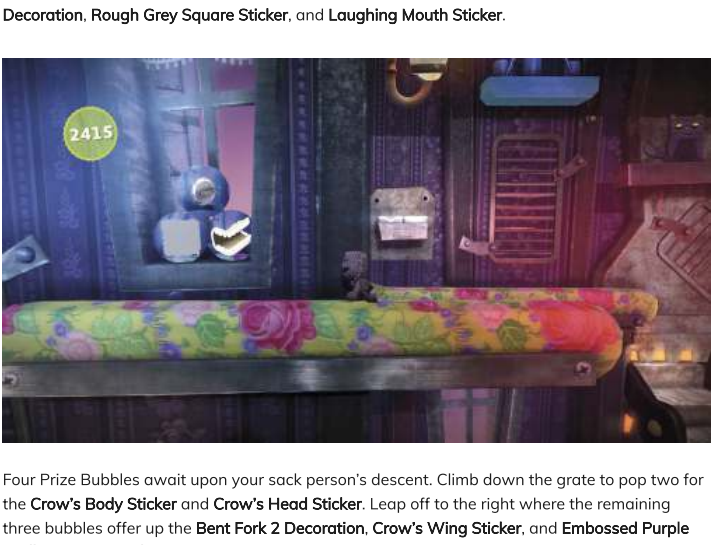
It's clear the loose grate didn't get very far. Leap off the escalator to the right. Jump up and climb along the grate, popping the Prize Bubble there for its **Sauce Pan Object** before hopping off to the left onto a platform.



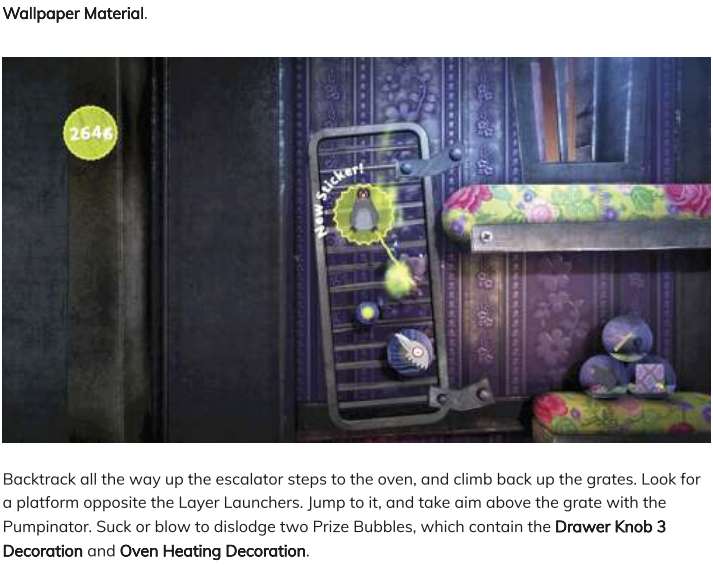
Another grate leads upward, with a Prize Bubble at its top offering up the **Temperature Decoration**. Jump off to the left to reach a Prize Bubble atop Layer Launchers, and it yields the **Dark Eyelet Decoration**.



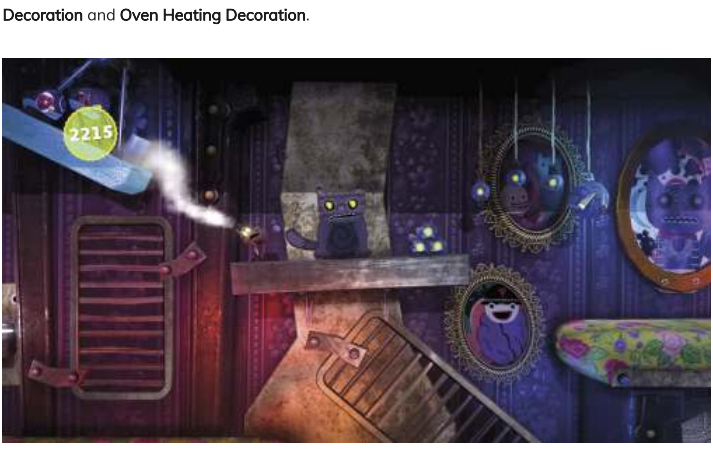
Your sack person is flung to the foreground through a Prize Bubble bearing the **Mouse Finger Puppet Decoration**. Scoot to the left, and don't be blinded by the flashes of lightning; you might miss a trio of Prize Bubbles upon the windowsill. Pop them to snare the **1950s Oven Knob Decoration**, **Rough Grey Square Sticker**, and **Laughing Mouth Sticker**.



Four Prize Bubbles await upon your sack person's descent. Climb down the grate to pop two for the **Crow's Body Sticker** and **Crow's Head Sticker**. Leap off to the right where the remaining three bubbles offer up the **Bent Fork 2 Decoration**, **Crow's Wing Sticker**, and **Embossed Purple Wallpaper Material**.



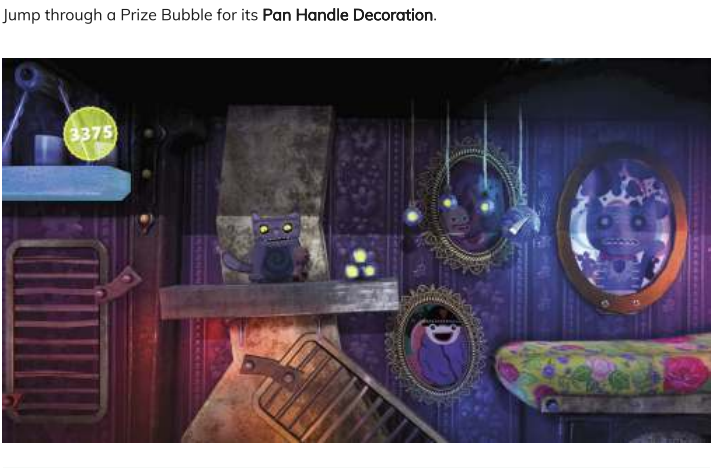
Backtrack all the way up the escalator steps to the oven, and climb back up the grates. Look for a platform opposite the Layer Launchers. Jump to it, and take aim above the grate with the Pumpinator. Suck or blow to dislodge two Prize Bubbles, which contain the **Drawer Knob 3 Decoration** and **Oven Heating Decoration**.



EYE ON THE PRIZES

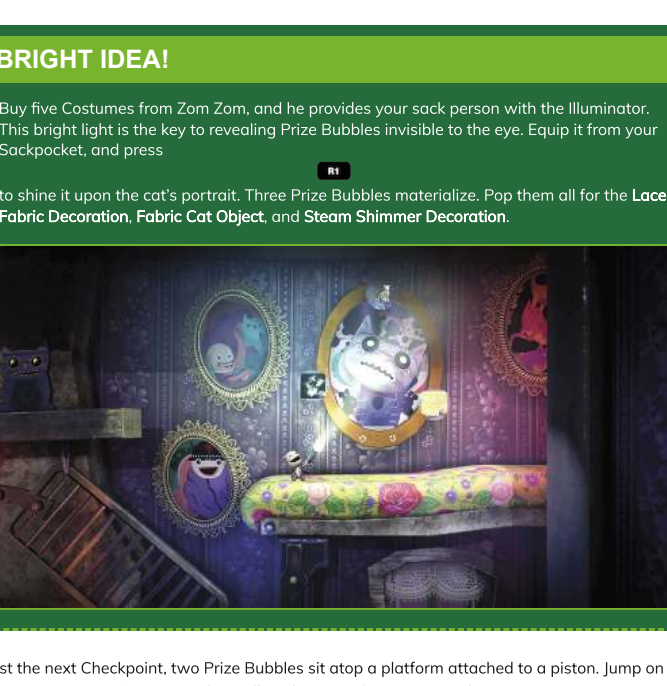
Watch the Prize Bubbles as they tumble down, as it's all too easy for them to slide off into the unknown.

When you've cleared the area of its goodies, it's time to sally forth down some eerie portraiture. Jump through a Prize Bubble for its **Pan Handle Decoration**.

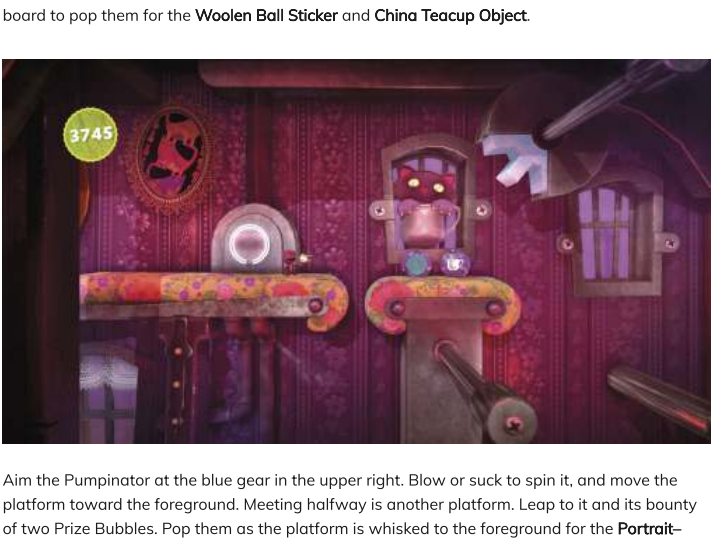


BRIGHT IDEA!

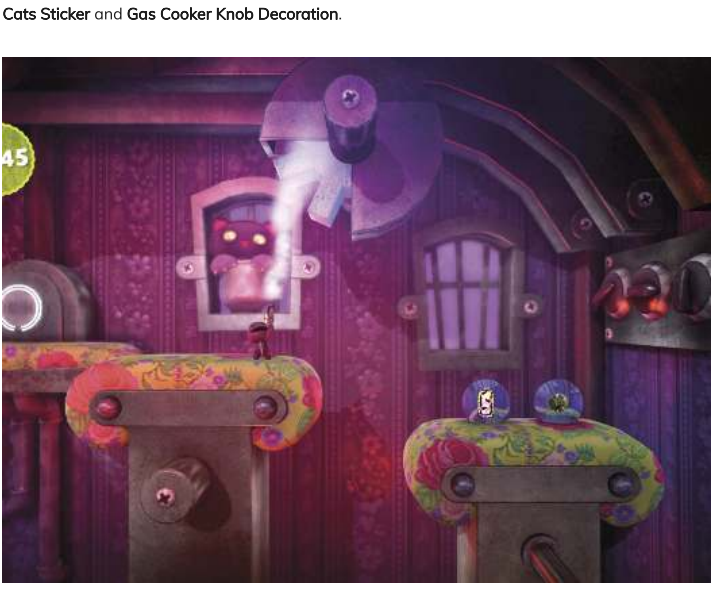
Buy five Costumes from Zom Zom, and he provides your sack person with the Illuminator. This bright light is the key to revealing Prize Bubbles invisible to the eye. Equip it from your Sackpocket, and press R1 to shine it upon the cat's portrait. Three Prize Bubbles materialize. Pop them all for the **Lace Fabric Decoration**, **Fabric Cat Object**, and **Steam Shimmer Decoration**.

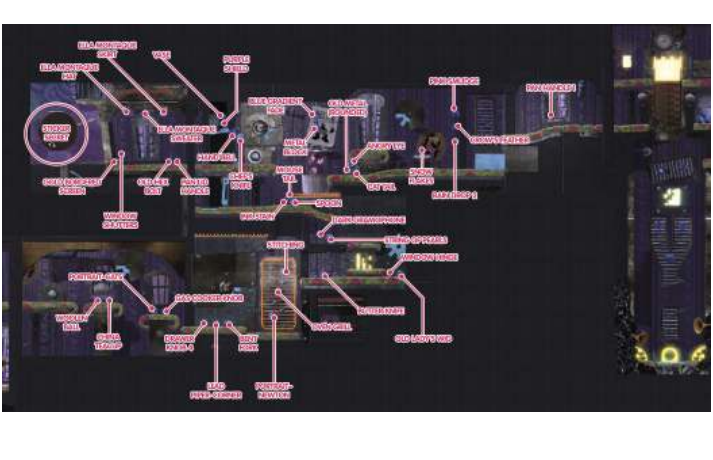


Past the next Checkpoint, two Prize Bubbles sit atop a platform attached to a piston. Jump on board to pop them for the **Woolen Ball Sticker** and **China Teacup Object**.



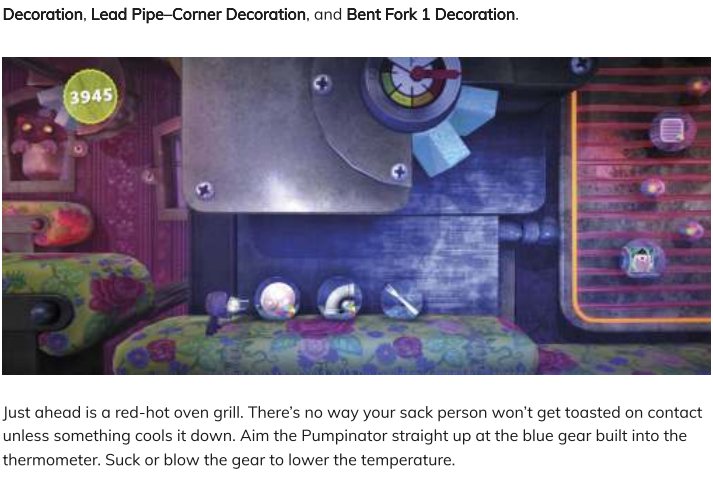
Aim the Pumpinator at the blue gear in the upper right. Blow or suck to spin it, and move the platform toward the foreground. Meeting halfway is another platform. Leap to it and its bounty of two Prize Bubbles. Pop them as the platform is whisked to the foreground for the **Portrait–Cats Sticker** and **Gas Cooker Knob Decoration**.



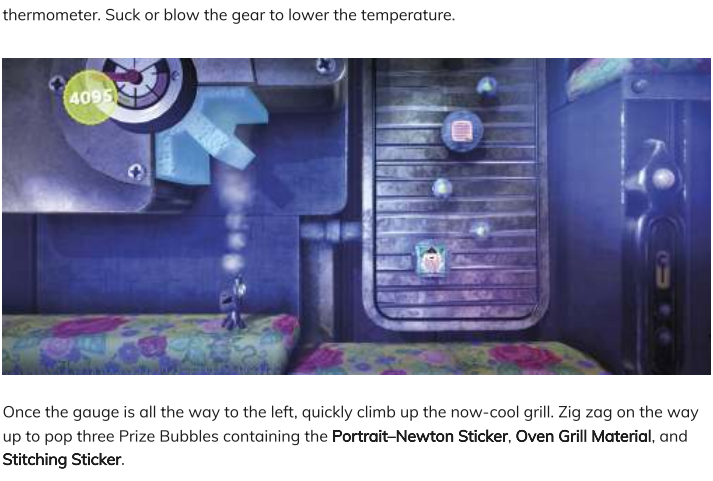


Fearsome Food Prep

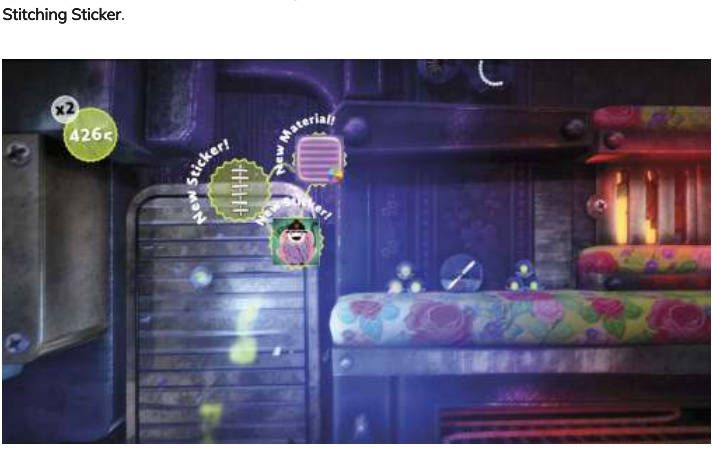
Trot to the right and through three Prize Bubbles in a row that release the **Drawer Knob 4 Decoration**, **Lead Pipe–Corner Decoration**, and **Bent Fork 1 Decoration**.



Just ahead is a red-hot oven grill. There's no way your sack person won't get toasted on contact unless something cools it down. Aim the Pumpinator straight up at the blue gear built into the thermometer. Suck or blow the gear to lower the temperature.



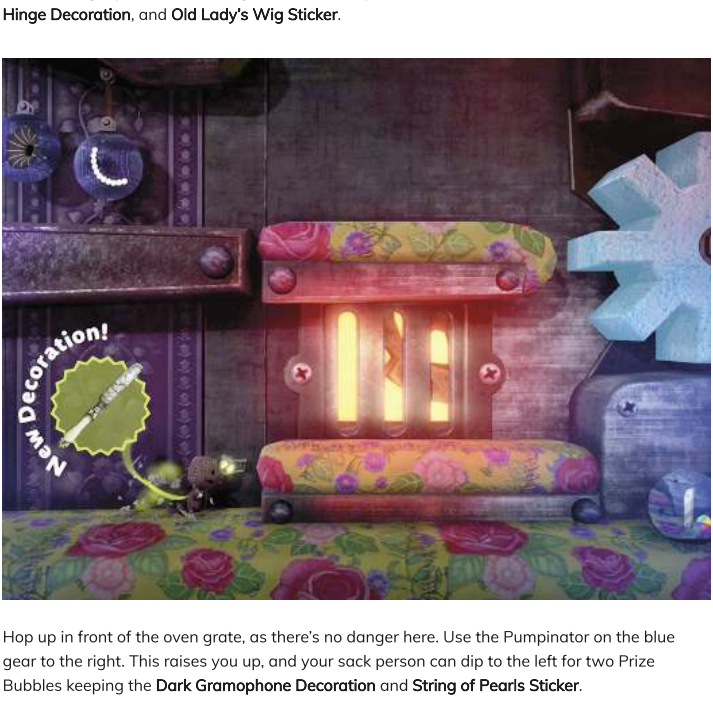
Once the gauge is all the way to the left, quickly climb up the now-cool grill. Zig zag on the way up to pop three Prize Bubbles containing the **Portrait–Newton Sticker**, **Oven Grill Material**, and **Stitching Sticker**.



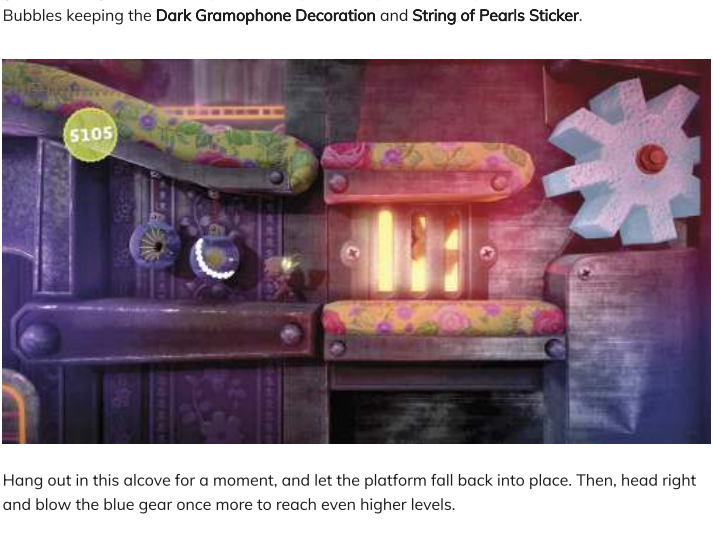
COOKS IN SECONDS

Move quickly up the cooled grill. Over time, it reheats and gets too hot to handle for your sack person. Any climbing is interrupted as your sack person is forced to let go.

Leap off to the right, where much less perilous Prize Bubbles await. One is just ahead, and two more are slightly farther to the right. All three net you the **Butter Knife Decoration**, **Window Hinge Decoration**, and **Old Lady's Wig Sticker**.

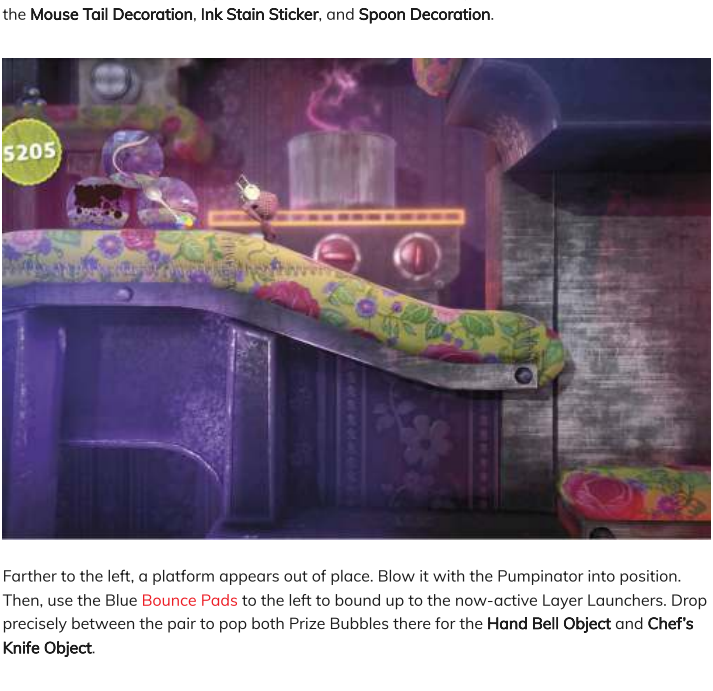


Hop up in front of the oven grate, as there's no danger here. Use the Pumpinator on the blue gear to the right. This raises you up, and your sack person can dip to the left for two Prize Bubbles keeping the **Dark Gramophone Decoration** and **String of Pearls Sticker**.

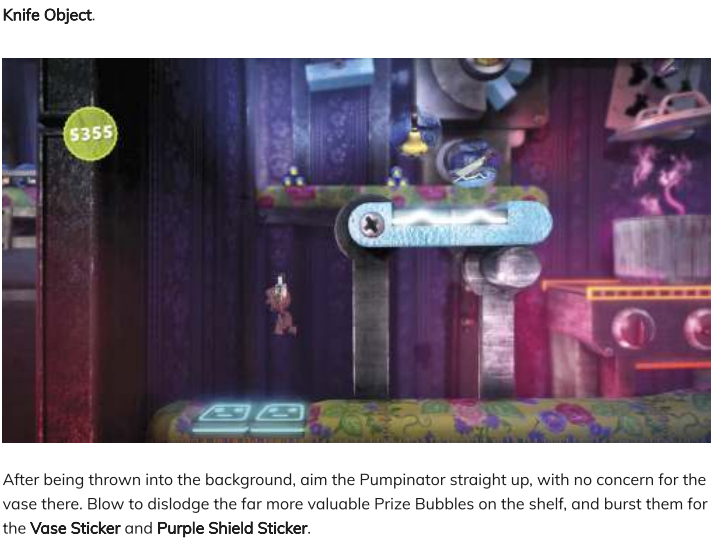


Hang out in this alcove for a moment, and let the platform fall back into place. Then, head right and blow the blue gear once more to reach even higher levels.

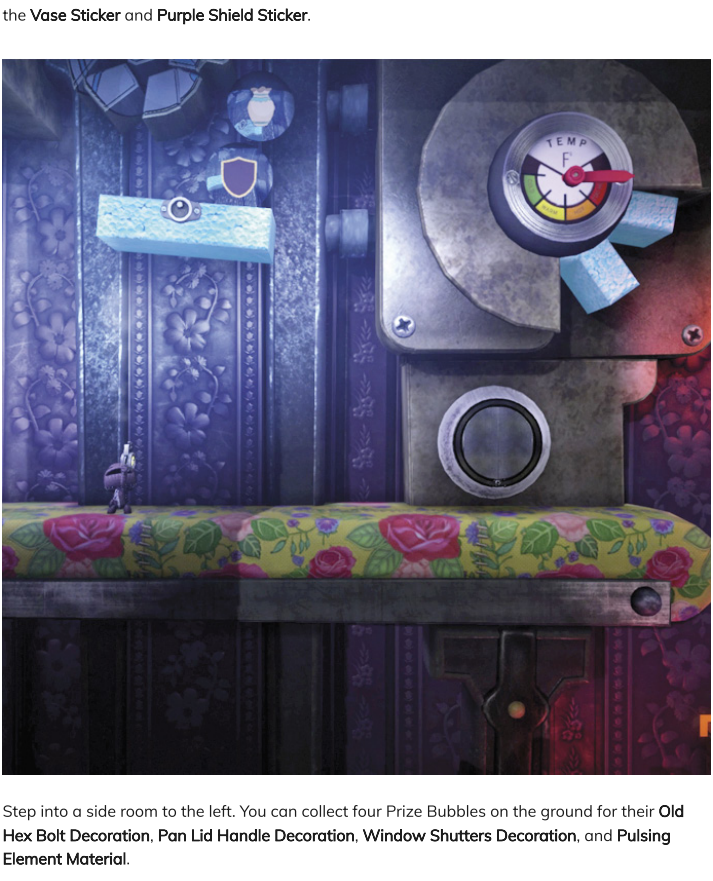
Step off to the left and through three farther Prize Bubbles. They offer the welcome addition of the **Mouse Tail Decoration**, **Ink Stain Sticker**, and **Spoon Decoration**.



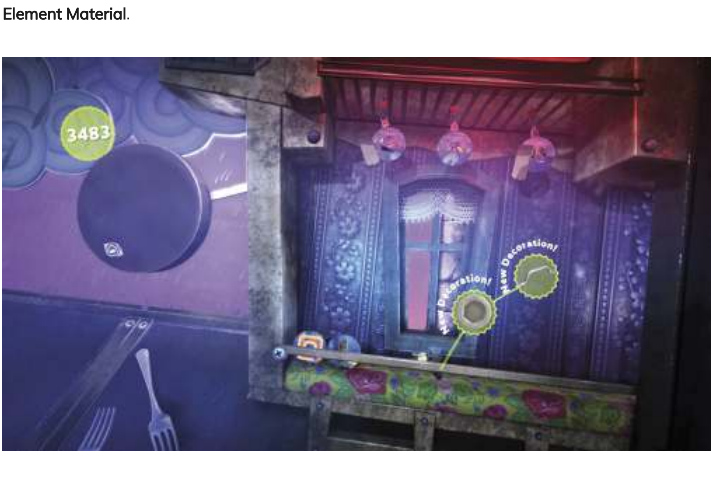
Farther to the left, a platform appears out of place. Blow it with the Pumpinator into position. Then, use the Blue Bounce Pads to the left to bound up to the now-active Layer Launchers. Drop precisely between the pair to pop both Prize Bubbles there for the **Hand Bell Object** and **Chef's Knife Object**.



After being thrown into the background, aim the Pumpinator straight up, with no concern for the vase there. Blow to dislodge the far more valuable Prize Bubbles on the shelf, and burst them for the **Vase Sticker** and **Purple Shield Sticker**.

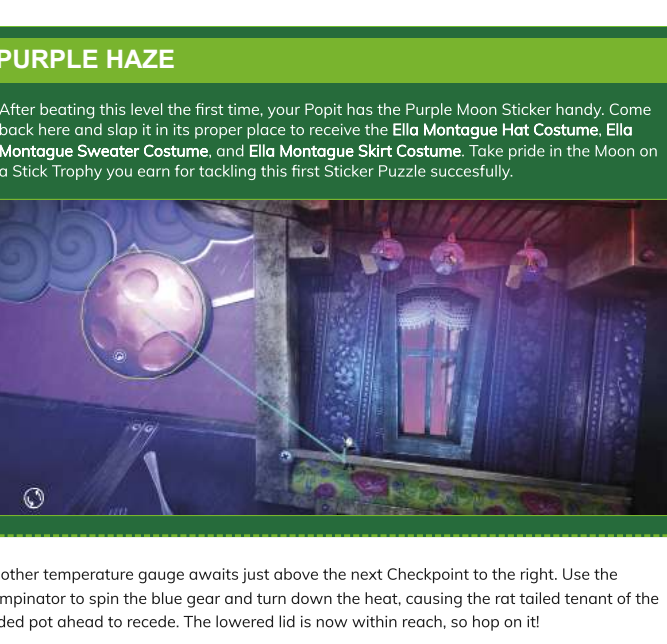


Step into a side room to the left. You can collect four Prize Bubbles on the ground for their **Old Hex Bolt Decoration**, **Pan Lid Handle Decoration**, **Window Shutters Decoration**, and **Pulsing Element Material**.



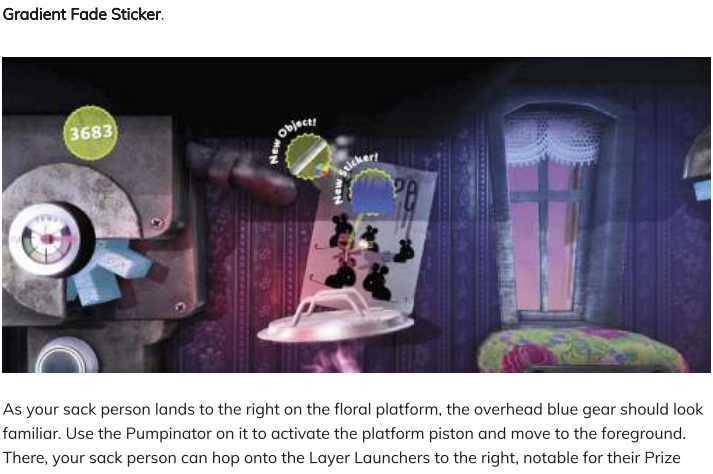
PURPLE HAZE

After beating this level the first time, your Popit has the Purple Moon Sticker handy. Come back here and slap it in its proper place to receive the **Ella Montague Hat Costume**, **Ella Montague Sweater Costume**, and **Ella Montague Skirt Costume**. Take pride in the Moon on a Stick Trophy you earn for tackling this first Sticker Puzzle succesfully.

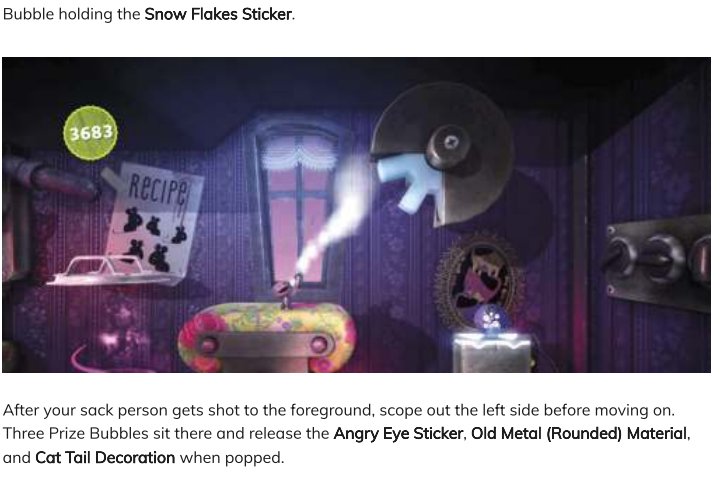


Another temperature gauge awaits just above the next Checkpoint to the right. Use the Pumpinator to spin the blue gear and turn down the heat, causing the rat tailed tenant of the lidded pot ahead to recede. The lowered lid is now within reach, so hop on it!

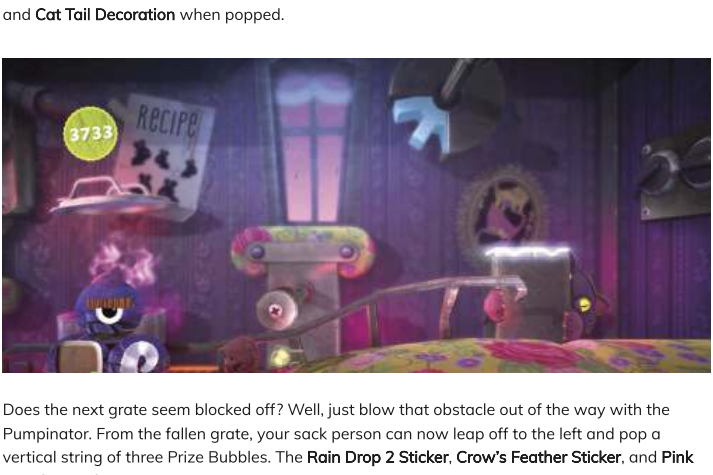
As the temperature rises, the tentacle emerges once again, pushing both the lid and your sack person up through the air. Jump as the lid reaches maximum height for a boost that should propel your sack person up through two Prize Bubbles, earning the **Metal Block Object** and **Blue Gradient Fade Sticker**.



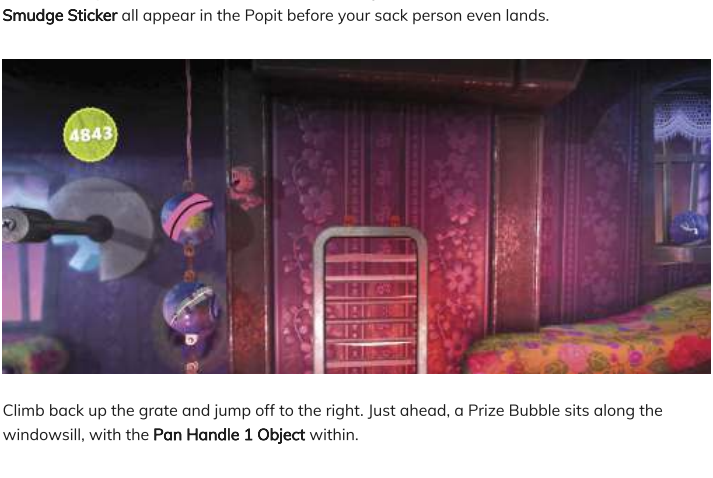
As your sack person lands to the right on the floral platform, the overhead blue gear should look familiar. Use the Pumpinator on it to activate the platform piston and move to the foreground. There, your sack person can hop onto the Layer Launchers to the right, notable for their Prize Bubble holding the **Snow Flakes Sticker**.



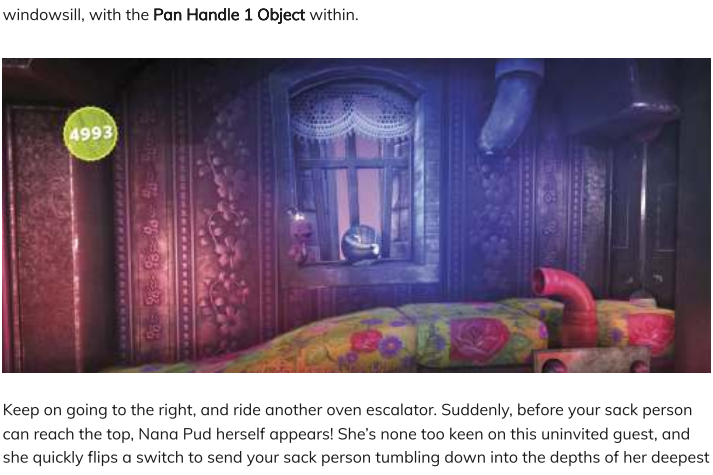
After your sack person gets shot to the foreground, scope out the left side before moving on. Three Prize Bubbles sit there and release the **Angry Eye Sticker**, **Old Metal (Rounded) Material**, and **Cat Tail Decoration** when popped.



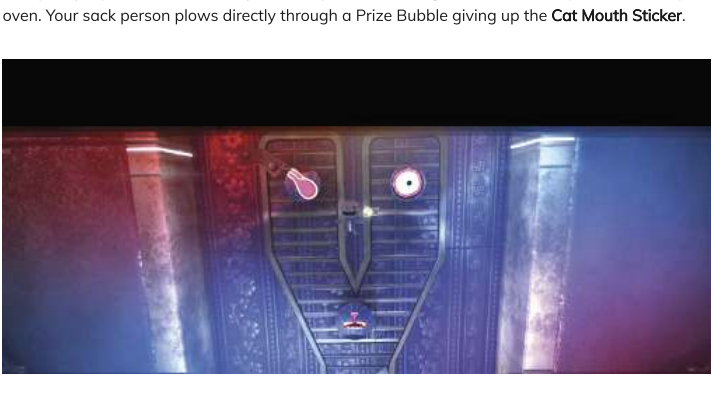
Does the next grate seem blocked off? Well, just blow that obstacle out of the way with the Pumpinator. From the fallen grate, your sack person can now leap off to the left and pop a vertical string of three Prize Bubbles. The **Rain Drop 2 Sticker**, **Crow's Feather Sticker**, and **Pink Smudge Sticker** all appear in the Popit before your sack person even lands.

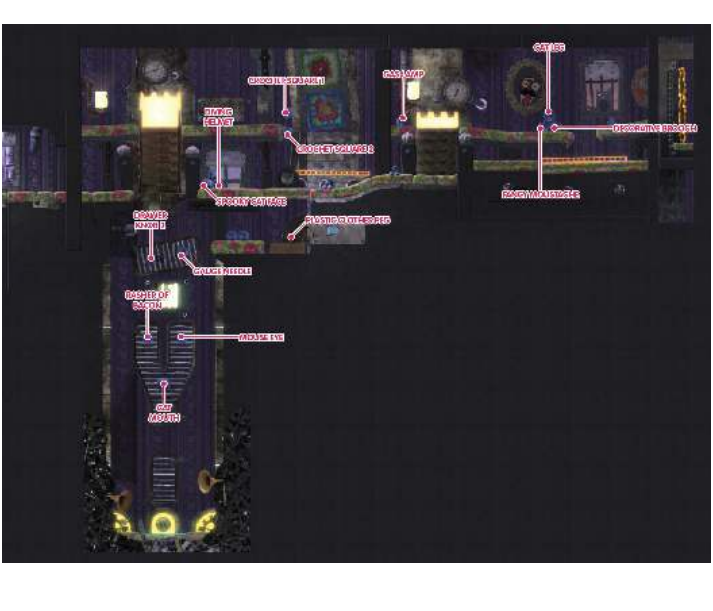


Climb back up the grate and jump off to the right. Just ahead, a Prize Bubble sits along the windowsill, with the **Pan Handle 1 Object** within.



Keep on going to the right, and ride another oven escalator. Suddenly, before your sack person can reach the top, Nana Pud herself appears! She's none too keen on this uninvited guest, and she quickly flips a switch to send your sack person tumbling down into the depths of her deepest oven. Your sack person plows directly through a Prize Bubble giving up the **Cat Mouth Sticker**.



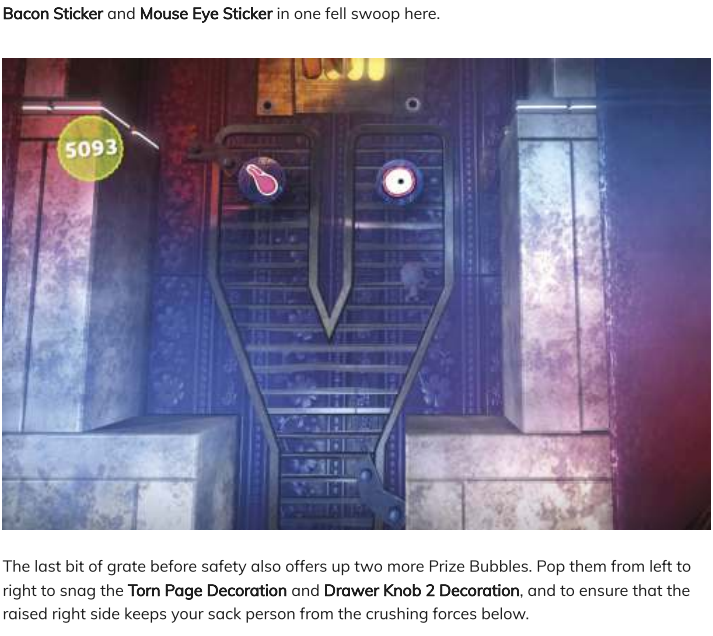


Bounce up from Bowels

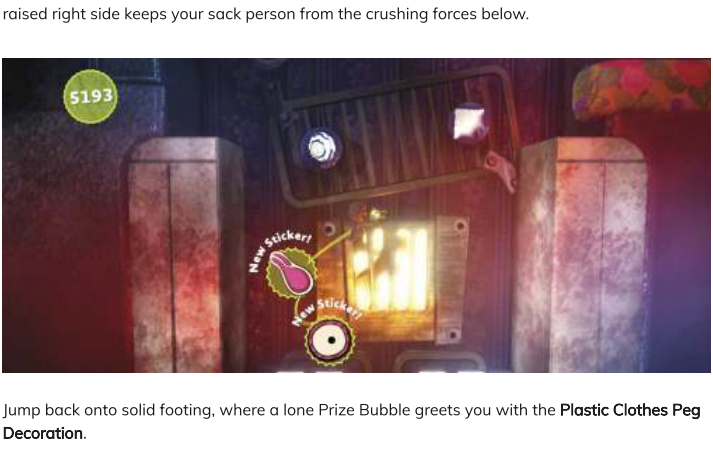
It's a long way back up from where your sack person came. But there isn't time to ponder the distance, as the walls of this particular oven are closing in faster by the second!

Press ✕ to use the Blue Bounce Pads and launch your sack person up to within reach of the grate. Climb up the grate, and jump off onto the Bounce Pads emerging from closing walls on either side.

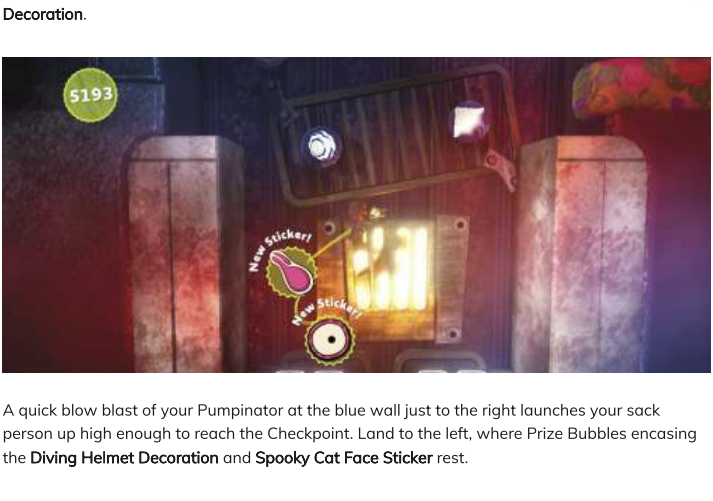
A fork in the next stretch of grating poses a tough challenge. Each side has a tempting Prize Bubble. Climb up one to pop it, leap to the other, and jump again in the same direction onto the encroaching Bounce Pad. With solid timing, you should have no trouble obtaining the **Rasher of Bacon Sticker** and **Mouse Eye Sticker** in one fell swoop here.



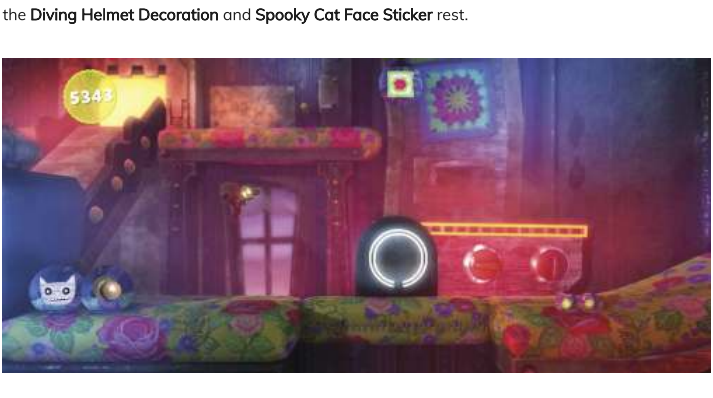
The last bit of grate before safety also offers up two more Prize Bubbles. Pop them from left to right to snag the **Torn Page Decoration** and **Drawer Knob 2 Decoration**, and to ensure that the raised right side keeps your sack person from the crushing forces below.



Jump back onto solid footing, where a lone Prize Bubble greets you with the **Plastic Clothes Peg Decoration**.

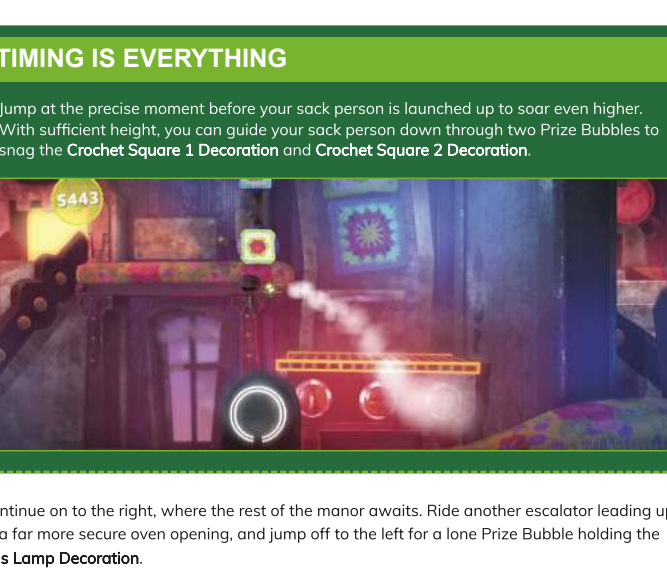


A quick blow blast of your Pumpinator at the blue wall just to the right launches your sack person up high enough to reach the Checkpoint. Land to the left, where Prize Bubbles encasing the **Diving Helmet Decoration** and **Spooky Cat Face Sticker** rest.

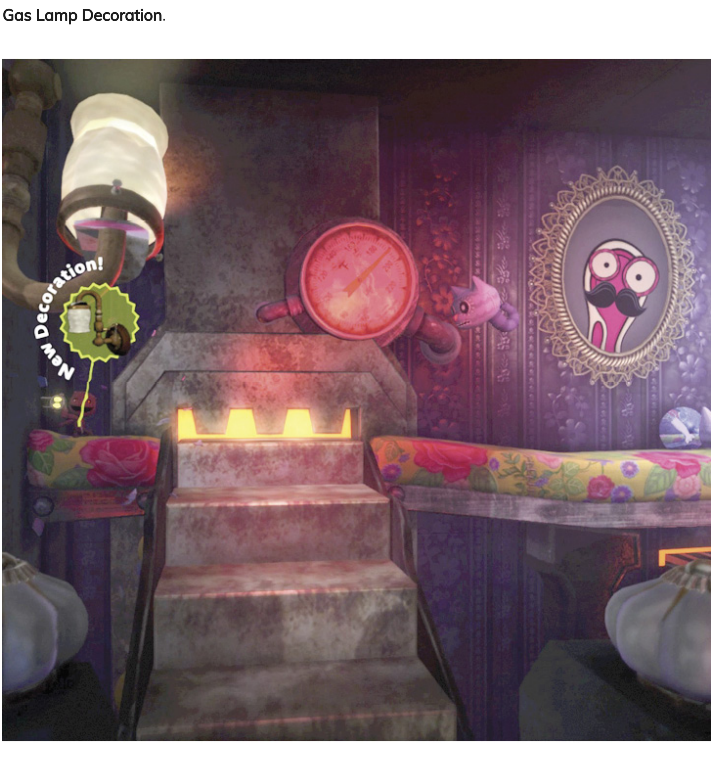


TIMING IS EVERYTHING

Jump at the precise moment before your sack person is launched up to soar even higher. With sufficient height, you can guide your sack person down through two Prize Bubbles to snag the **Crochet Square 1 Decoration** and **Crochet Square 2 Decoration**.



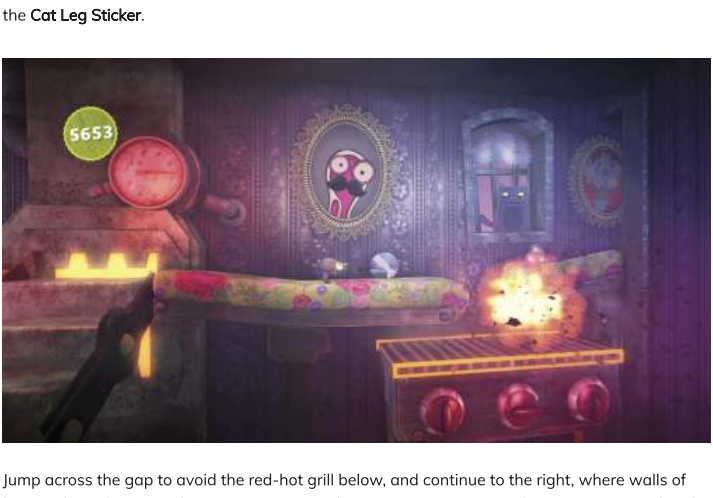
Continue on to the right, where the rest of the manor awaits. Ride another escalator leading up to a far more secure oven opening, and jump off to the left for a lone Prize Bubble holding the **Gas Lamp Decoration**.



COOKED KITTY

Keep your Pumpinator at the ready. A couple of angry kitties are bouncing nearby, so blow them into the grill to pass.

Jump back to the right of the escalator, and pop the three Prize Bubbles by the platform edge for the **Cat Leg Sticker**.



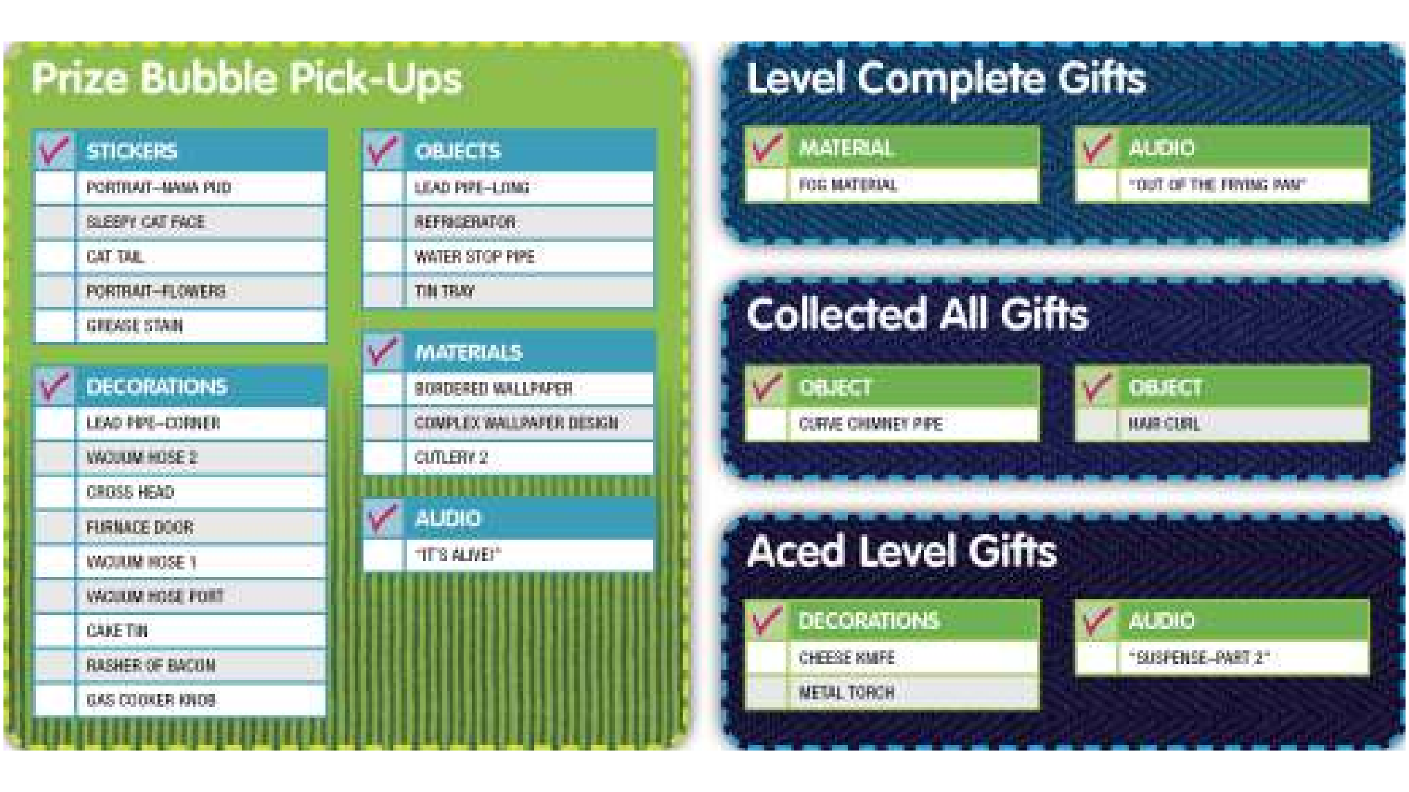
Jump across the gap to avoid the red-hot grill below, and continue to the right, where walls of burning heat threaten. The entire contraption begins to rise as your sack person is trapped and at the mercy of Nana Pud.

Nana Pud seems armed with an endless supply of exploding cats. As you ascend, keep the Pumpinator blowing to blast away the flammable felines before they can roast your sack person. At last, your sack person ascends out of range to the top of Stitchem Manor, where the Tinpot Towers loom tall.

LittleBIG Planet 3

Adventure: Prologue

Tinpot Towers



Prize Bubble Pick-Ups

✓	STICKERS
☐	PORTRAIT–NANA PUD
☐	SLEEPY CAT FACE
☐	CAT TAIL
☐	PORTRAIT–FLOWERS
☐	GREASE STAIN

✓	DECORATIONS
☐	LEAD PIPE–CORNER
☐	VACUUM HOSE 2
☐	CROSS HEAD
☐	FURNACE DOOR
☐	VACUUM HOSE 1
☐	VACUUM HOSE PORT
☐	CAKE TIN
☐	RASHER OF BACON
☐	GAS COOKER KNOB

✓	OBJECTS
☐	LEAD PIPE–LONG
☐	REFRIGERATOR
☐	WATER STOP PIPE
☐	TIN TRAY

✓	MATERIALS
☐	BORDERED WALLPAPER
☐	COMPLEX WALLPAPER DESIGN
☐	CUTLERY 2

✓	AUDIO
☐	"IT'S ALIVE!"

Level Complete Gifts

✓	MATERIAL	✓	AUDIO
☐	FOG MATERIAL	☐	"OUT OF THE FRYING PAN"

Collected All Gifts

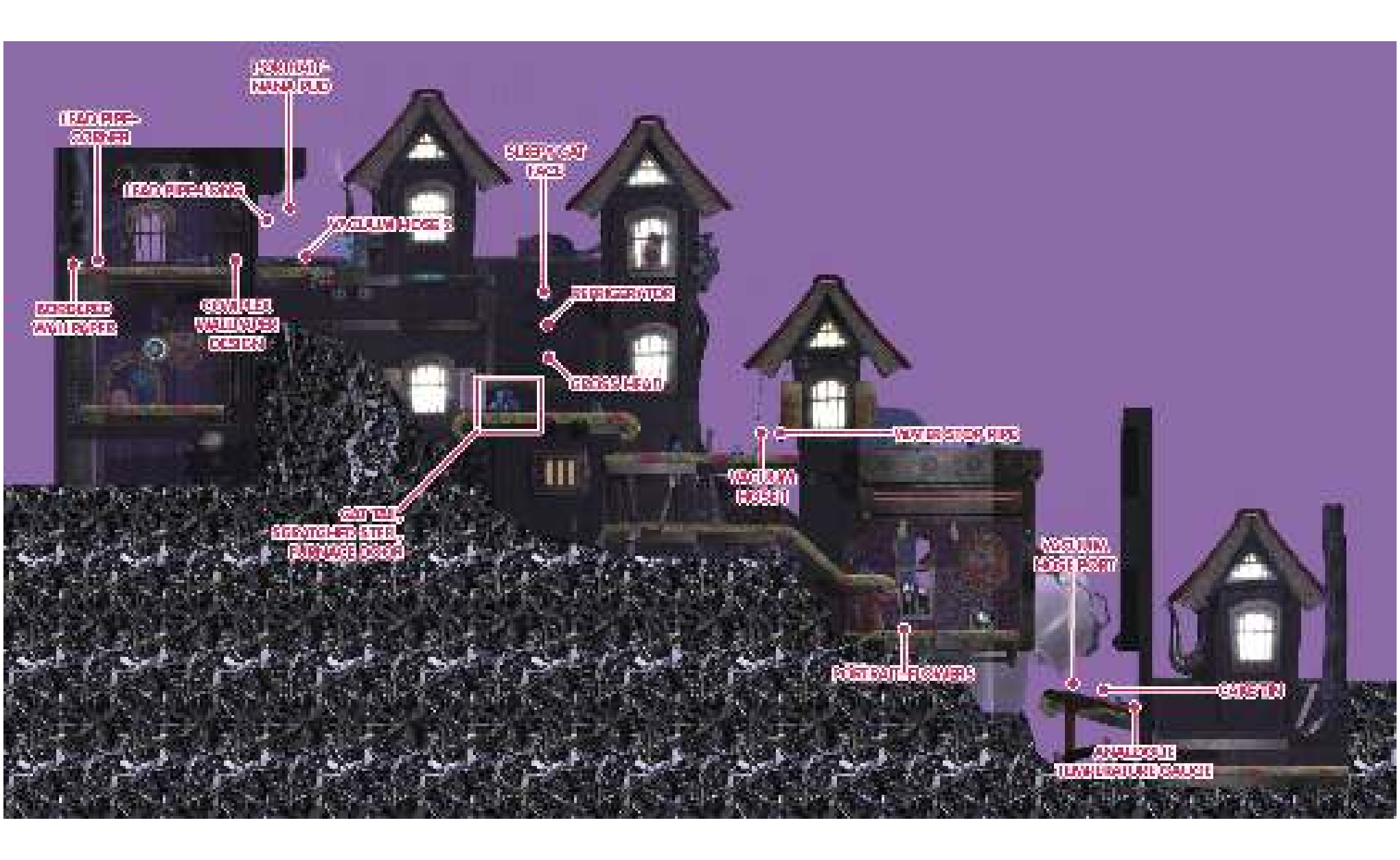
✓	OBJECT	✓	OBJECT
☐	CURVE CHIMNEY PIPE	☐	HAIR CURL

Aced Level Gifts

✓	DECORATIONS	✓	AUDIO
☐	CHEESE KNIFE	☐	"SUSPENSE–PART 2"
☐	METAL TORCH		

Here at the apex of Stitchem Manor, the legendary Tea Tin is just within reach. But just because she's out of exploding cats doesn't mean Nana Pud is through, not by a long shot. Better get a move on before she rallies and takes another crack at the woolen hero.

BLOWING AGAINST THE WIND



Even amid the winds of this wicked storm, your Pumpinator is capable of showing its power. When the elevator has come to a stop, step into the left corner to grab the **Bordered Wallpaper Material** and **Lead Pipe–Corner Decoration** from within their Prize Bubbles.

Proceeding to the right, two more Prize Bubbles lie straight in your path and easily yield the **Complex Wallpaper Design Material** and **Vacuum Hose 2 Decoration**.

Note the blue gear attached to the obstacle ahead. Blowing it with the Pumpinator shifts the obstacle all the way to the right. However, its chains pull it back into place after a few moments. Use the Blue Bounce Pads within this window of time to shoot up and land on top of the obstacle. Brilliant!

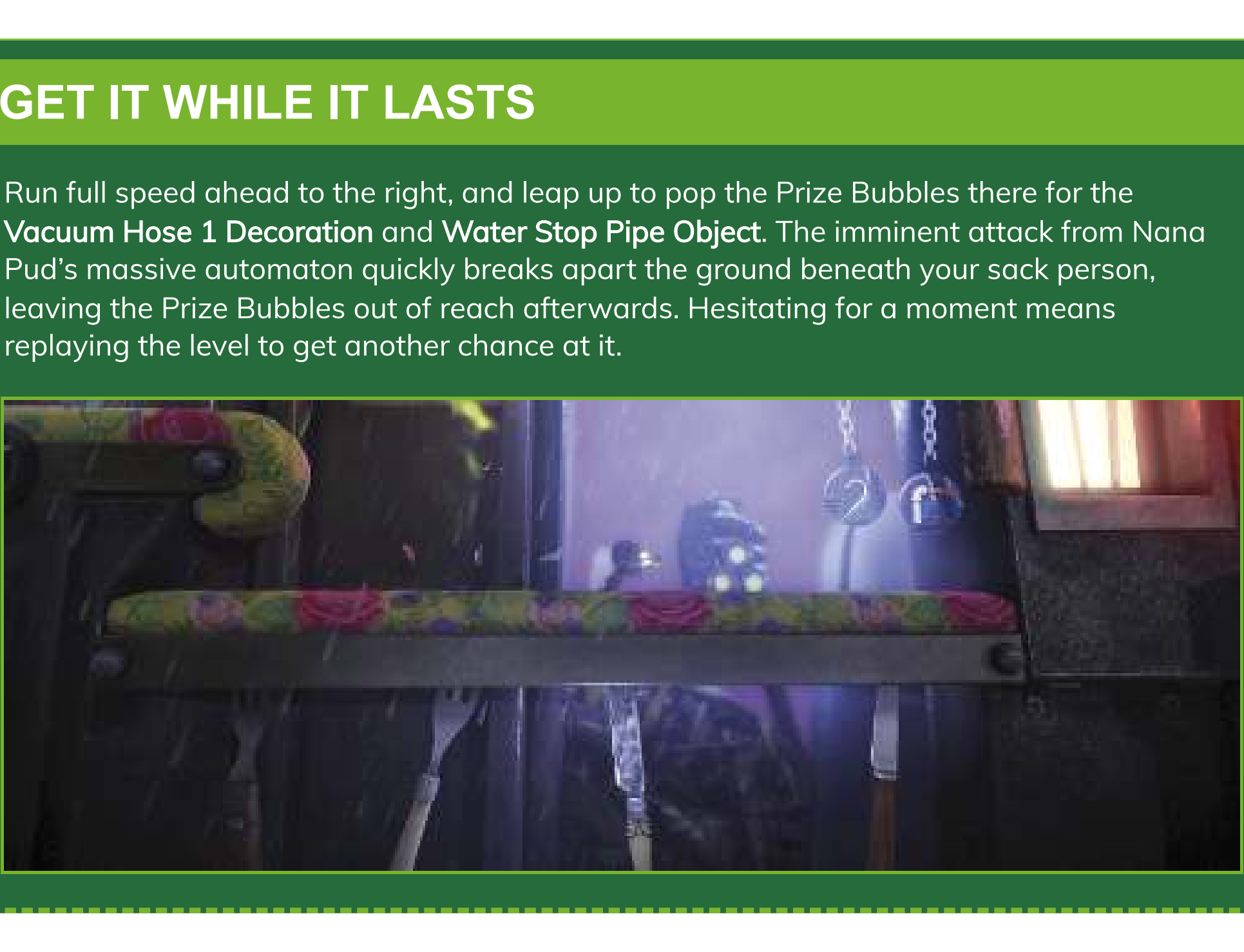
Once the obstacle recedes to its starting position, two Prize Bubbles are easily within reach of your jumping sack person. Give them a pop for the **Lead Pipe–Long Object** and **Portrait–Nana Pud Sticker**.

Re-enact the same steps to overcome the obstacle again. This time, drop down the slick slide to its right. Guide your sack person down the middle to pop three Prize Bubbles in quick succession. They burst forth with the **Sleepy Cat Face Sticker**, **Refrigerator Object**, and **Cross Head Decoration**.

After your sack person lands, two more Prize Bubbles sit to the left and award the **Cat Tail Sticker** and **Furnace Door Decoration**.

GET IT WHILE IT LASTS

Run full speed ahead to the right, and leap up to pop the Prize Bubbles there for the **Vacuum Hose 1 Decoration** and **Water Stop Pipe Object**. The imminent attack from Nana Pud's massive automaton quickly breaks apart the ground beneath your sack person, leaving the Prize Bubbles out of reach afterwards. Hesitating for a moment means replaying the level to get another chance at it.



While running ahead, don't be too shaken up by the sudden intrusion of a metal fist that smashes up the ground. No worse for wear, scurry onward indoors for brief shelter. The elements are soon bearing down once more, though, when the mechanical menace tears the roof off the room.

Take cover to the left for a Prize Bubble offering the **Portrait–Flowers Sticker**.

Drop down to the Checkpoint, and then leap along a jam slide through two Prize Bubbles. The **Vacuum Hose Port Decoration** and **Cake Tin Decoration** they cough up are a nice gift before the confrontation that follows.

HEARTLESS TIN MAN

At last, the mysterious mechanical monstrosity menacing your sack person reveals itself. A ghastly combination of pots, piping, and all other manner of kitchenware has been assembled into an antagonistic automaton!

POUND FOR POUND

Beware the mighty fists that threaten overhead, as the rampaging robot slams them down with lethal consequences.

Pumped And Piping Hot

Keep the Pumpinator in your sack person's soft little hand at all times during this battle. It's absolutely integral to success.

Locate the two big blue gears on either side of the stage. Keep them spinning to heat up the oven grills below, while also continuously moving side to side and avoiding being squashed.

After you've ducked a few fists striking the ground, the padded platform transforms into a row of glowing Blue Bounce Pads.

Scoring Sack over Fist

Nana Pud's gargantuan minion is tired of mucking about, and it's ready to sweep the floor with your sack person. Wait for it to slam its fist to the ground, and then begin sliding it to the opposite side. Press ⊗ to launch your sack person airborne with the Blue Bounce Pads to avoid being struck down.

Provided that you've kept the oven grill nice and hot, the angry automaton's hand is sure to be scorched. Even its metal construction can't withstand the heat!

The robot is positively foaming at the mouth. Among the Score Bubbles it spews are three Prize Bubbles offering the **Grease Stain Sticker**, **Rasher of Bacon Decoration**, and **Cutlery 2 Material**.

x2
18
New Material!
New Decoration!
New Sticker!

PRIZES IN THE WIND

Avoid blowing the Prize Bubbles into the deadly corners of the level with your Pumpinator!

Spitting Mad

The next things to fly out of that metal mouth aren't nearly as delightful. Instead of points, burning hot coals come tumbling through the air at your sack person. Deflect their trajectories, and blow them to either side.

Put Your Hands Together

Don't confuse the clasping of robotic hands for applause: it's trying its hardest to squish your sack person like a bug. Bounce over them before they slam together, then wait for the robot to take another swipe with a single arm. Keep the oven hot in the meantime, since you can't be sure which side the attack begins from.

Dodging the powerful palm once more and letting it slam into the hot grill causes the titanic threat to shudder again in pain and spit out Score Bubbles and Prize Bubbles. Be sure to reap the **Tin Tray Object**, **"It's Alive" Audio**, and **Gas Cooker Knob Object**they offer.

Fists of Flame

Blow back another wave of hot coals. It's time to put an end to this malarkey! All that contact with the searing oven grills has left the robot hot-handed. Now each time it pounds the ground, a patch of burning fire travels across the surface of the Bounce Pads. Jump up to avoid the flames!

Eventually, the grim metal golem slams both its hands down at once, sending two strips of fire converging on the center. You need precise timing to dodge this pincer punishment.

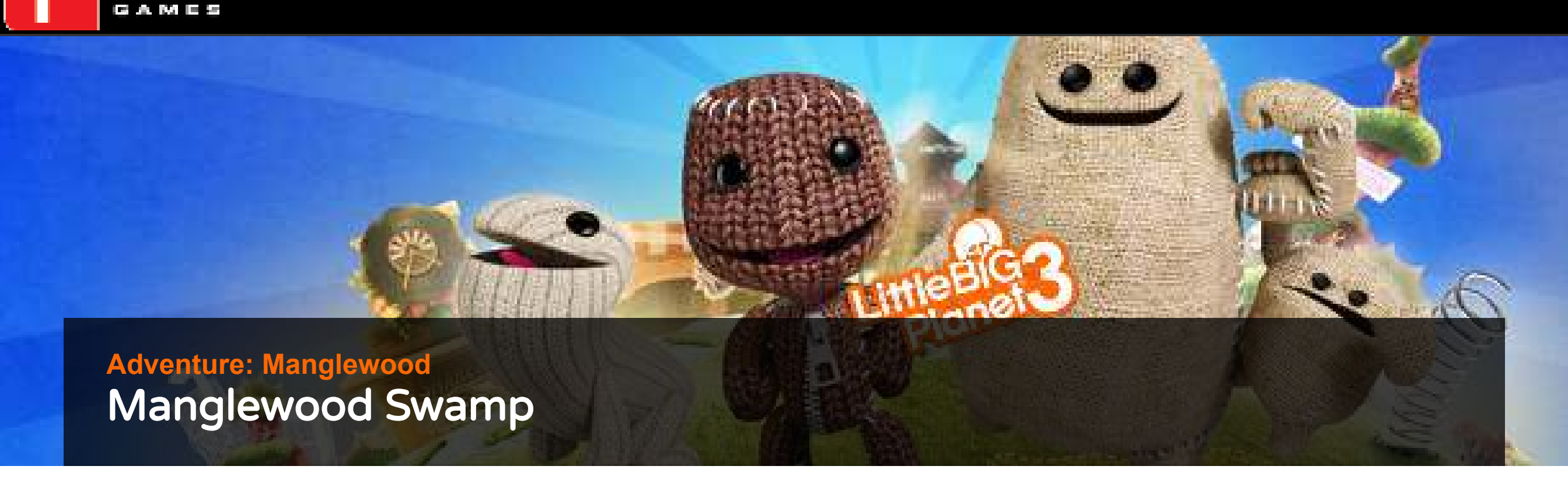
The terror has finally let its hands cool. Just trick it once more into swinging its arm into the grills, and it finally falls from fatigue before your triumphant sack person.

MOVING ON UP TO MANGLEWOOD

Oh, what a tragic twist! What a terrible turn of events! It seems young Newton is Nana Pud's son. Rather than seeking to prevent the prophecy, he wants to fulfill it and unleash the Titans. He holds the deluded belief that freeing the Titans shall surely herald a new era in creativity.

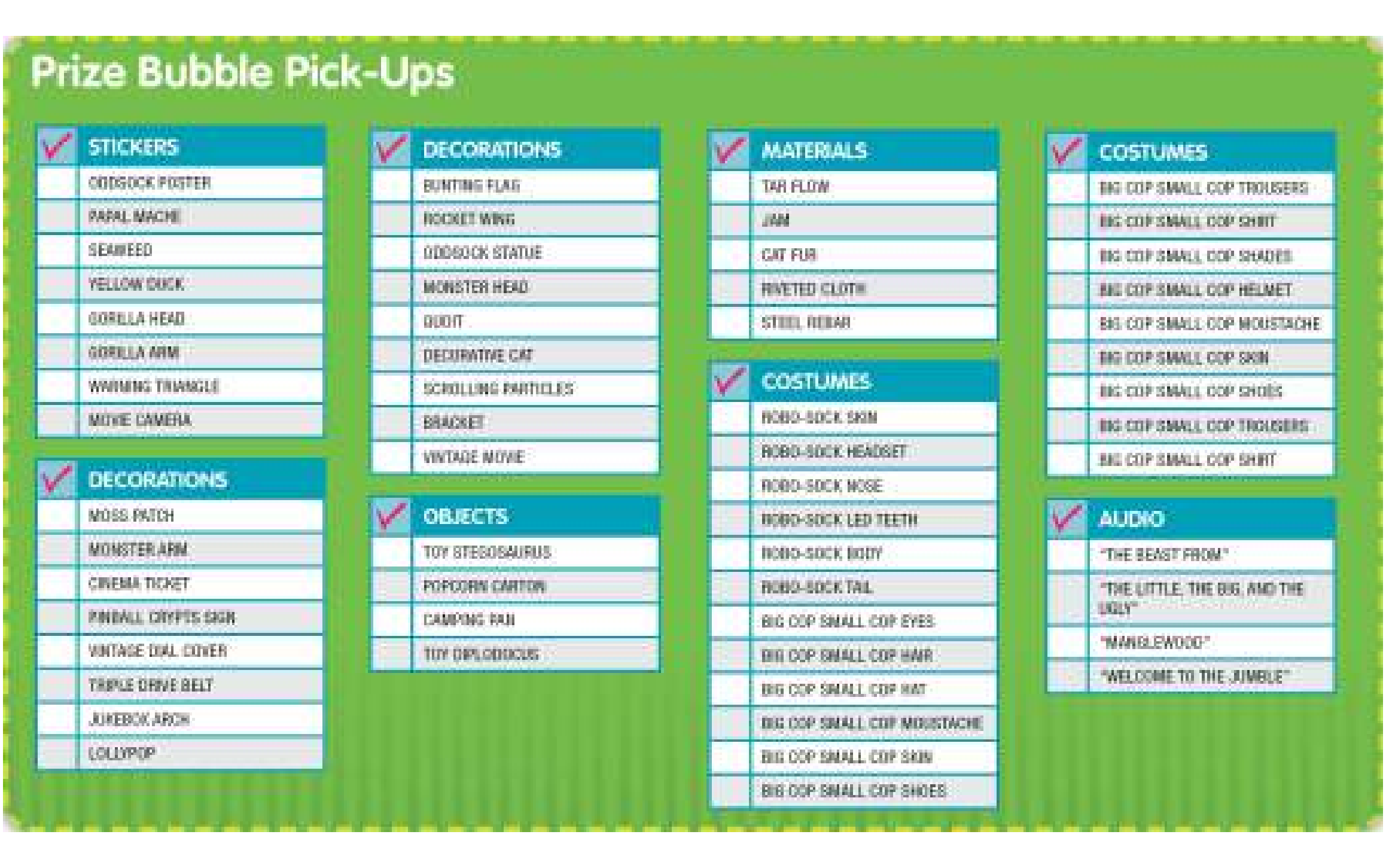
That poor, misguided fool. Newton is overwhelmed by the three Titans and becomes fixated on destroying Bunkum! Now it's up to your sack person, his unknowing accomplice, to undo the chaos that his actions have wrought.

The return of the Titans calls for the reawakening of the heroes who once triumphed over them: Oddsock, Toggle, and Swoop! Set sail with Nana Pud to Manglewood, Bunkum's great swamp, where Marlon Random awaits to guide your sack person.


LittleBIG Planet 3

Adventure: Manglewood

Manglewood Swamp



Prize Bubble Pick-Ups

STICKERS
- ☐ ODDSOCK POSTER
- ☐ PAPAL MACHE
- ☐ SEAWEED
- ☐ YELLOW DUCK
- ☐ GORILLA HEAD
- ☐ GORILLA ARM
- ☐ WARNING TRIANGLE
- ☐ MOVIE CAMERA

DECORATIONS
- ☐ MOSS PATCH
- ☐ MONSTER ARM
- ☐ CINEMA TICKET
- ☐ PINBALL CRYPTS SIGN
- ☐ VINTAGE DIAL COVER
- ☐ TRIPLE DRIVE BELT
- ☐ JUKEBOX ARCH
- ☐ LOLLYPOP

DECORATIONS
- ☐ BUNTING FLAG
- ☐ ROCKET WING
- ☐ ODDSOCK STATUE
- ☐ MONSTER HEAD
- ☐ QUOIT
- ☐ DECORATIVE CAT
- ☐ SCROLLING PARTICLES
- ☐ BRACKET
- ☐ VINTAGE MOVIE

OBJECTS
- ☐ TOY STEGOSAURUS
- ☐ POPCORN CARTON
- ☐ CAMPING FAN
- ☐ TOY DIPLODOCUS

MATERIALS
- ☐ TAR FLOW
- ☐ JAM
- ☐ CAT FUR
- ☐ RIVETED CLOTH
- ☐ STEEL REBAR

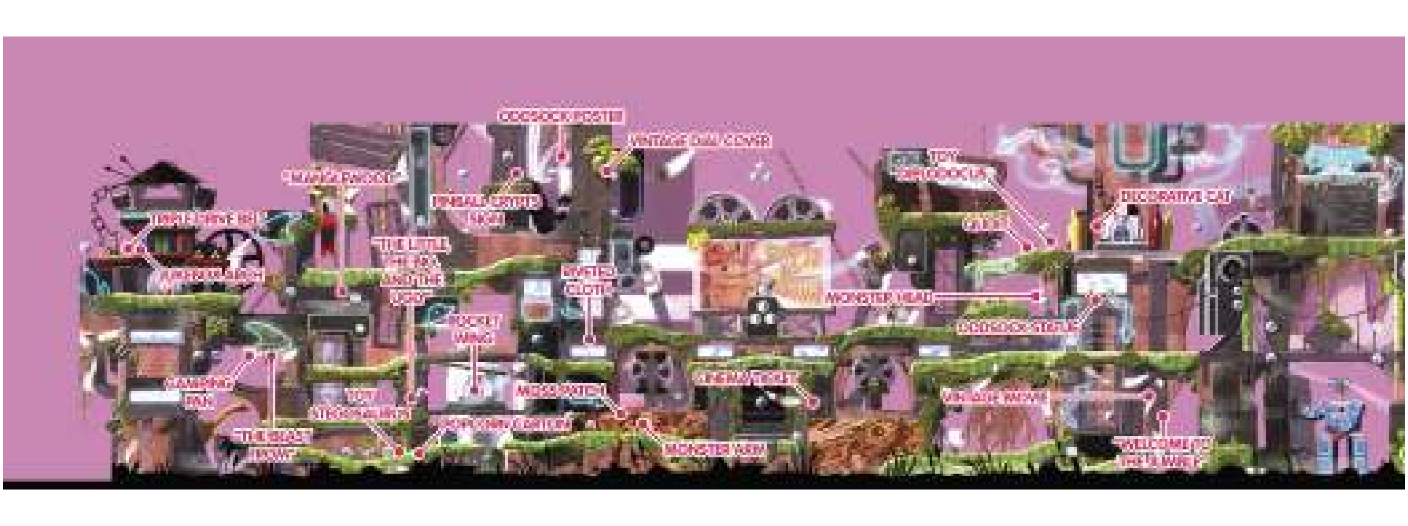
COSTUMES
- ☐ ROBO-SOCK SKIN
- ☐ ROBO-SOCK HEADSET
- ☐ ROBO-SOCK NOSE
- ☐ ROBO-SOCK LED TEETH
- ☐ ROBO-SOCK BODY
- ☐ ROBO-SOCK TAIL
- ☐ BIG COP SMALL COP EYES
- ☐ BIG COP SMALL COP HAIR
- ☐ BIG COP SMALL COP HAT
- ☐ BIG COP SMALL COP MOUSTACHE
- ☐ BIG COP SMALL COP SKIN
- ☐ BIG COP SMALL COP SHOES

COSTUMES
- ☐ BIG COP SMALL COP TROUSERS
- ☐ BIG COP SMALL COP SHIRT
- ☐ BIG COP SMALL COP SHADES
- ☐ BIG COP SMALL COP HELMET
- ☐ BIG COP SMALL COP MOUSTACHE
- ☐ BIG COP SMALL COP SKIN
- ☐ BIG COP SMALL COP SHOES
- ☐ BIG COP SMALL COP TROUSERS
- ☐ BIG COP SMALL COP SHIRT

AUDIO
- ☐ "THE BEAST FROM"
- ☐ "THE LITTLE, THE BIG, AND THE UGLY"
- ☐ "MANGLEWOOD"
- ☐ "WELCOME TO THE JUMBLE"

Manglewood was once a hotbed of the Bunkum film industry, churning out blockbusters, art house hits, and independent cinema alike. Now, it has fallen into ruin and disrepair, reclaimed by the natural forces around it. Somewhere in this region resides the silver screen star Marlon Random, the man who knows the key to finding the legendary Oddsock.

FADED GLORY, BRAND NEW STORIES


ODDSOCK POSTER
VINTAGE DIAL COVER
"MANGLEWOOD"
PINBALL CRYPTS SIGN
TRIPLE DRIVE BELT
JUKEBOX ARCH
"THE LITTLE, THE BIG, AND THE UGLY"
RIVETED CLOTH
ROCKET WING
CAMPING FAN
TOY STEGOSAURUS
"THE BEAST FROM"
POPCORN CARTON
MOSS PATCH
CINEMA TICKET
MONSTER ARM
TOY DIPLODOCUS
QUOIT
DECORATIVE CAT
MONSTER HEAD
ODDSOCK STATUE
VINTAGE MOVIE
"WELCOME TO THE JUMBLE"

Getting Organized

Nana Pud seems to have gotten a bit turned around on the open waters. In order to right the ship and continue on to Manglewood, follow Nana Pud's instructions and use the Organizertron to get back on track.

Getting Your Kit Together

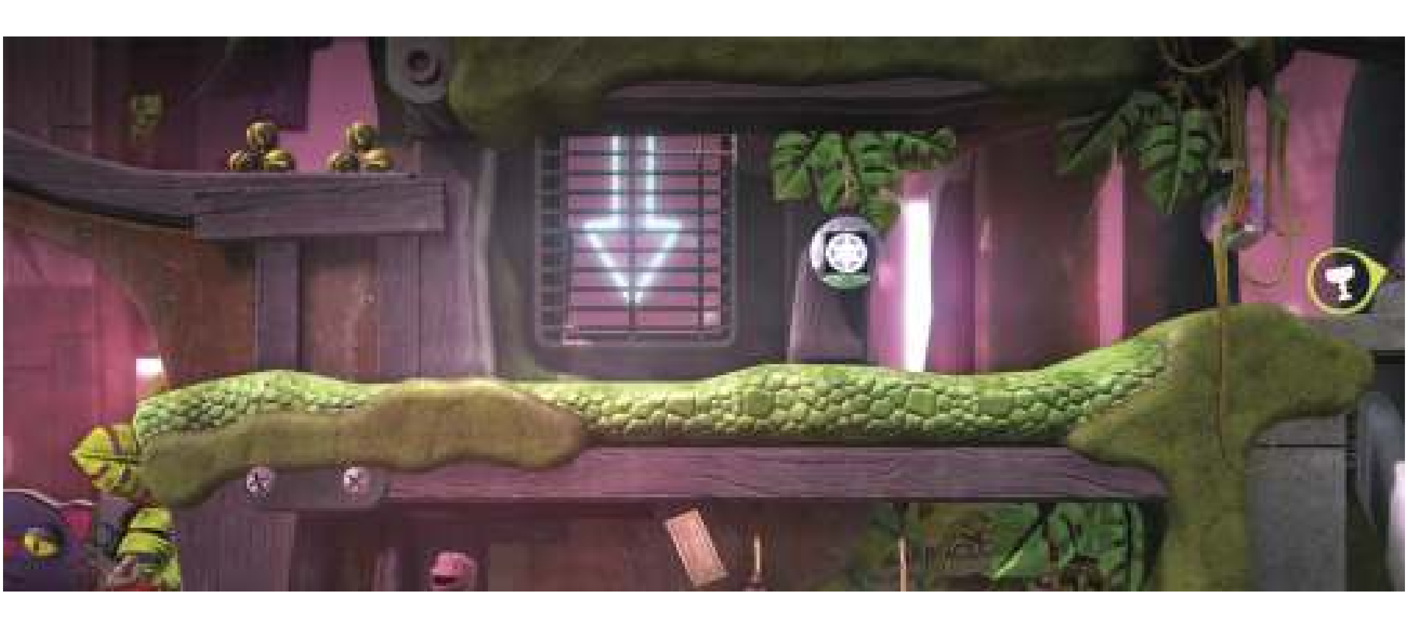
Aside from the pressing main quest, your sack person might be tasked with all manner of other adventures over the course of the journey. The Organizertron is a nifty helper to keep all the various to-dos sorted. It also lists completed quests at the bottom.

To open your Organizertron, hold △. You can then select a region with the left stick, and press ✕ to see the quests related to it. Highlight a quest, and press □ to be guided to it.

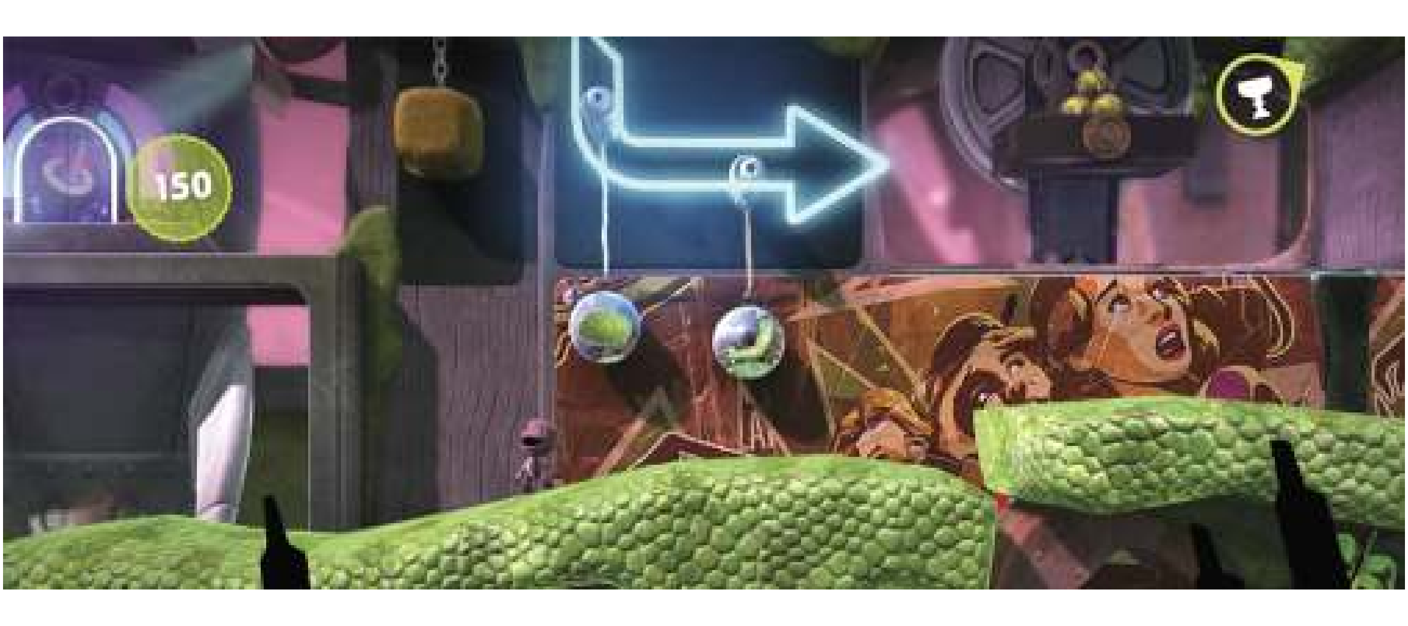
Swamp Things

Disembark from the ship, and head to the right. Manglewood Swamp is a sprawling area filled with Prize Bubbles to collect. While there are no hostile creatures, you must still contend with plenty of environmental hazards.

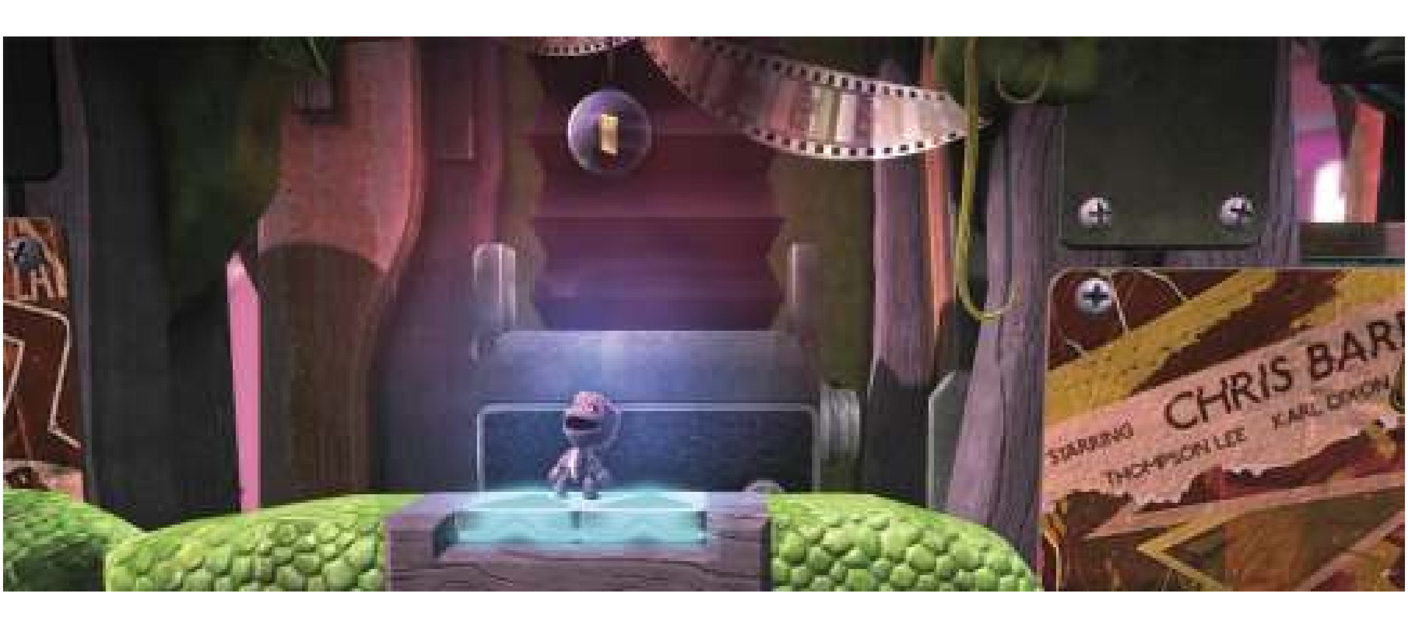
As your sack person runs along the green scaly ground, pop two Prize Bubbles ahead for the **Toy Stegosaurus Object** and **Popcorn Carton Decoration**.



Hop the gap to avoid sinking into the deadly tar below. On the other side, pop two more Prize Bubbles containing the **Moss Patch Decoration** and **Monster Arm Decoration**.



Arrive at a pair of Blue Layer Launchers. They propel your sack person through a Prize Bubble holding the **Cinema Ticket Decoration**.

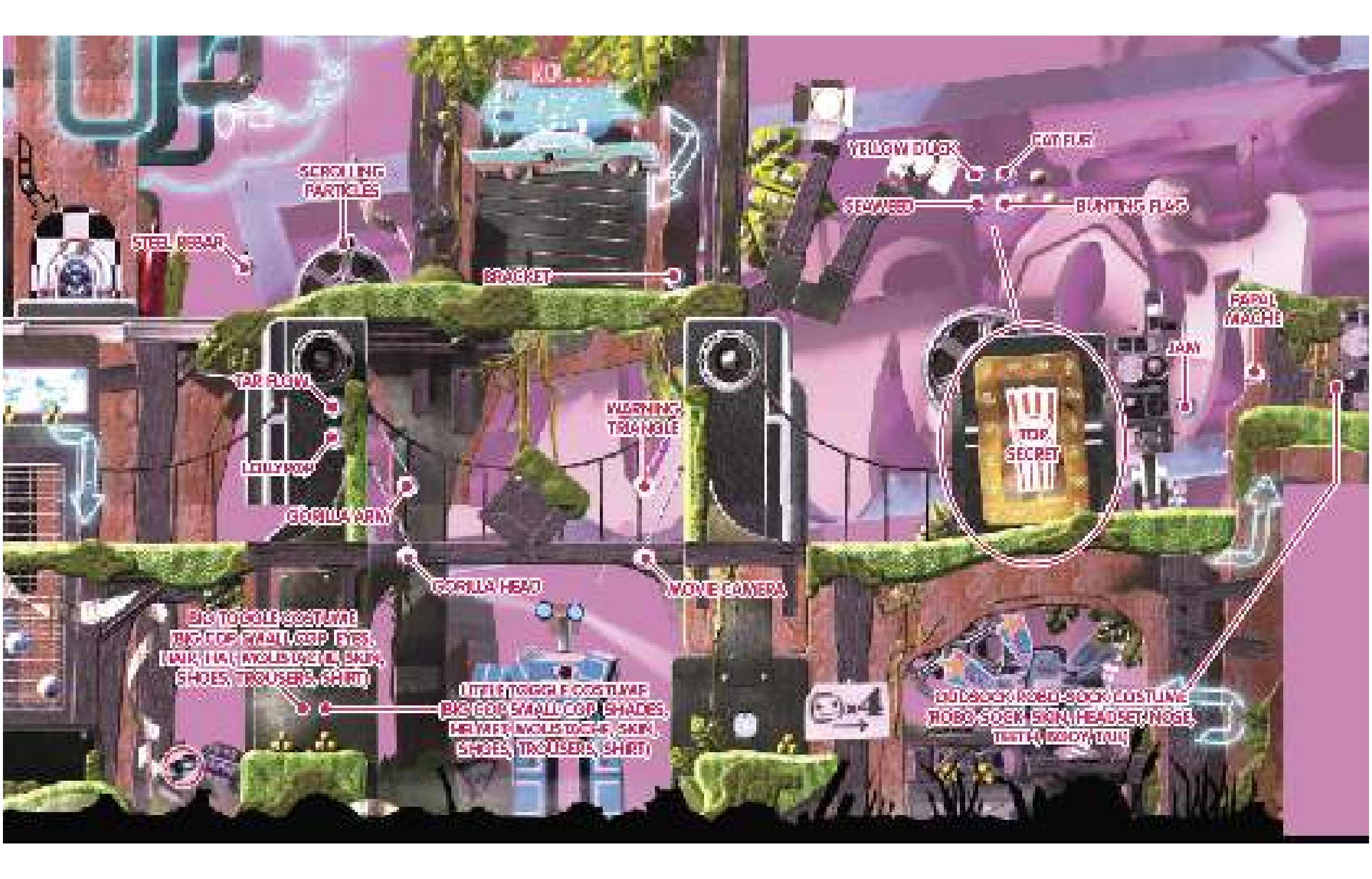

CHRIS BAR
STARRING
THOMPSON LEE
KARL DIXON

Special Guest Appearance

Lo and behold, the legendary Marlon Random is waiting! After a somewhat self-congratulatory introduction, he gets down to business.

Oddsock's three lost marbles have been scattered throughout Manglewood. Each resides in its own level that poses a unique challenge: High Stakes Heist, Deep Space Drive-In, and Shake, Rattle, and Roll. The order in which you tackle them is up to you.

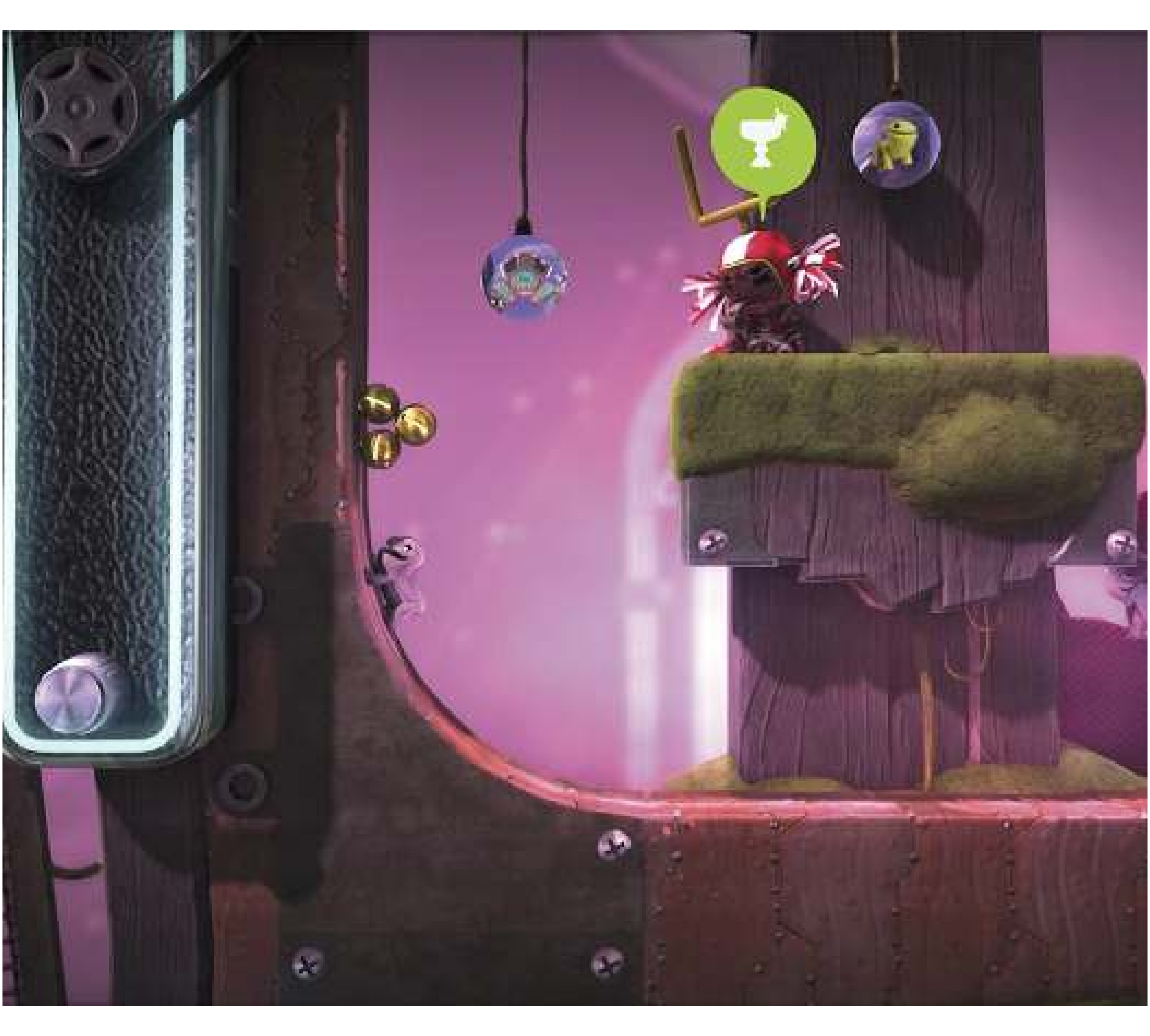
MANGLEWOOD'S MULTITUDE


SCROLLING PARTICLES
STEEL REBAR
BRACKET
YELLOW DUCK
CAT FUR
SEAWEED
BUNTING FLAG
PAPAL MACHE
JAM
TAR FLOW
LOLLYPOP
WARNING TRIANGLE
TOP SECRET
GORILLA ARM
GORILLA HEAD
MOVIE CAMERA
BIG TOGGLE COSTUME: BIG COP SMALL COP EYES, HAIR, HAT, MOUSTACHE, SKIN, SHOES, TROUSERS, SHIRT
LITTLE TOGGLE COSTUME: BIG COP SMALL COP SHADES, HELMET, MOUSTACHE, SKIN, SHOES, TROUSERS, SHIRT
ODDSOCK ROBO-SOCK COSTUME: ROBO-SOCK SKIN, HEADSET, NOSE, TEETH, BODY, TAIL

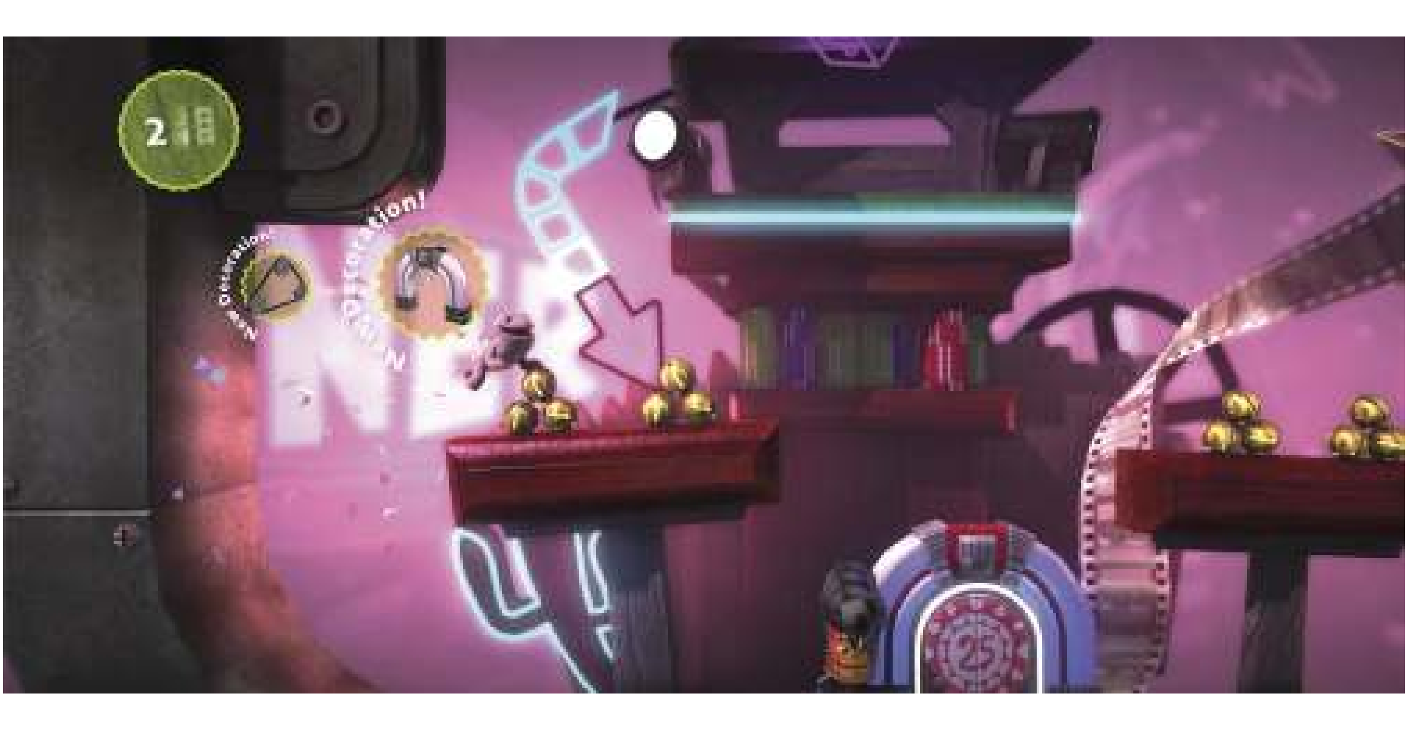
Of the many Prize Bubbles scattered about, a few require a bit more than just elbow grease to access. Come back when you've got the correct power-up or hero for the job.

Oddsock

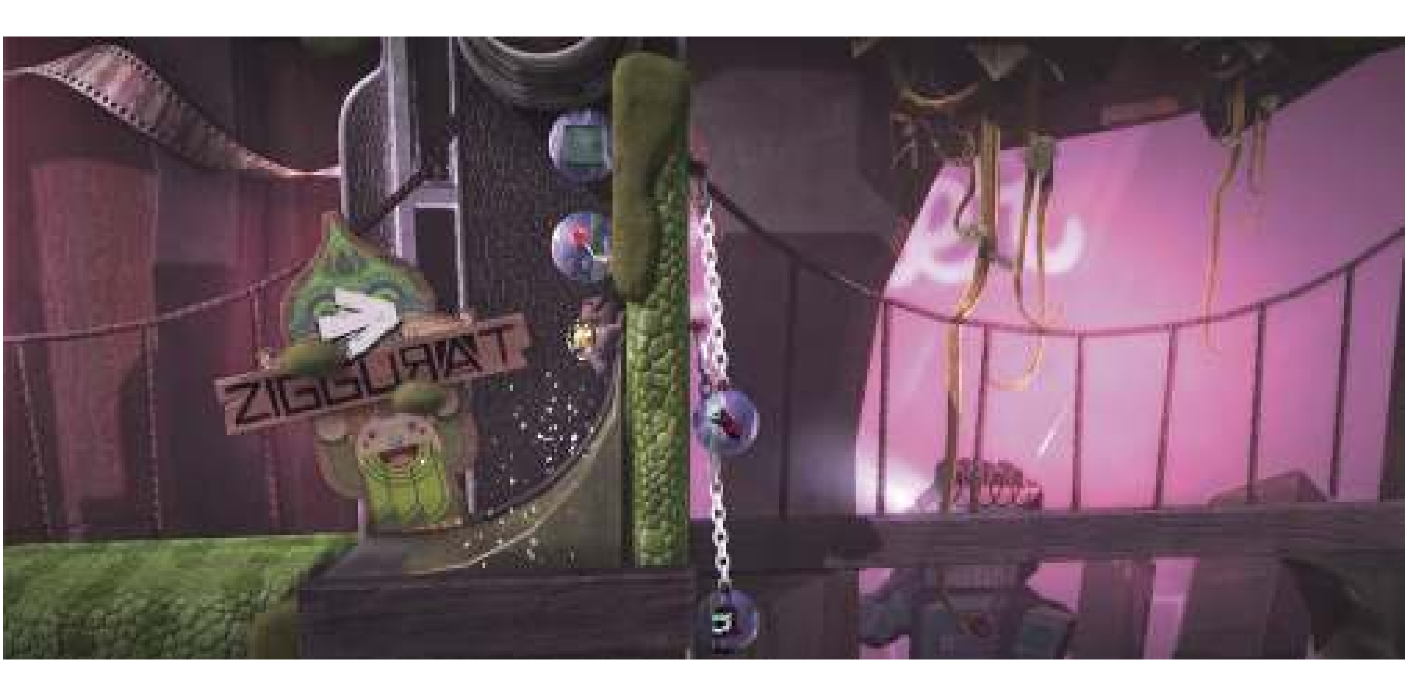
Immediately to the left of where you first encounter Marlon, send Oddsock scurrying up into the background. The curved ground allows for wall jumping willy-nilly to pop three Prize Bubbles here that hold the **Pinball Crypts Sign Decoration**, **Oddsock Poster Sticker**, and **Vintage Dial Cover Decoration**.



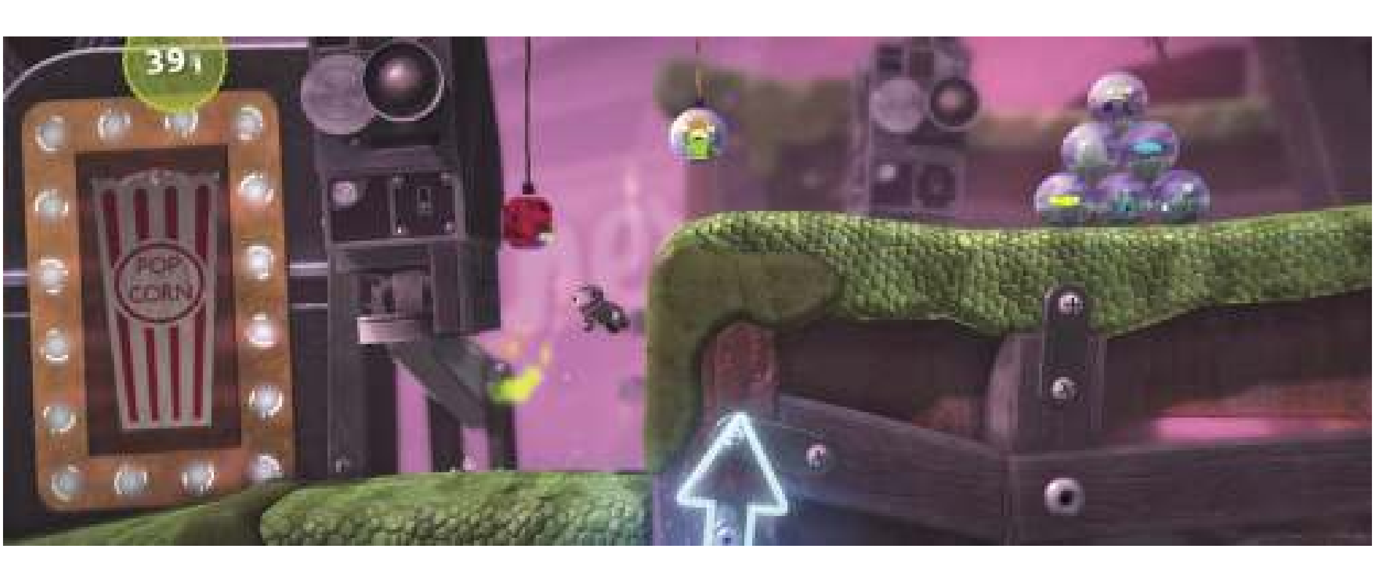
Check out the area to the left of the entrance to "High Stakes Heist." Oddsock can run up the wall and leap from it through two Prize Bubbles to nab the **Triple Drive Belt Decoration** and **Jukebox Arch Decoration.**

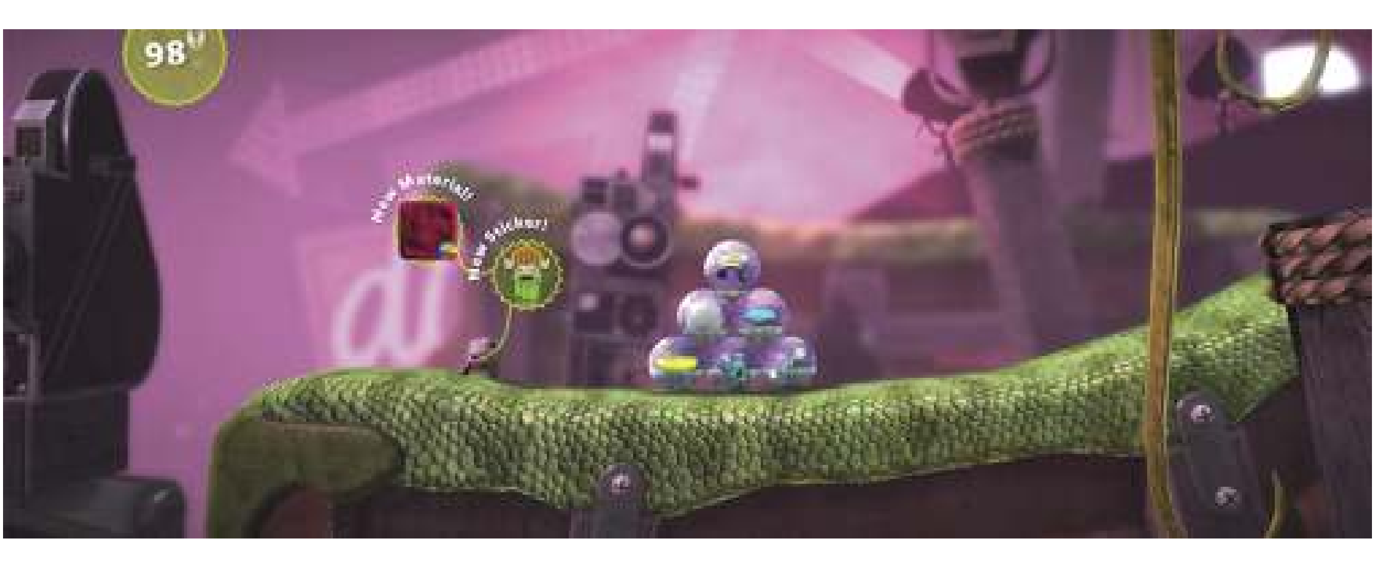

New Decoration!
New Decoration!

Beneath the "Shake, Rattle, and Roll" entrance and in the foreground is a very prominent camera lens. Beside it is half of a suspension bridge. Only Oddsock can run up and wall jump off of it to knock it down. Doing so also pops two Prize Bubbles that grant the **Lollypop Decoration** and **Tar Flow Material**.



With both halves of the bridge lowered, Oddsock can scamper on to the right. Past the framed popcorn, a series of wall jumps lets Oddsock claim the Prize Bubbles for the **Jam Material** and **Papal Mache Sticker**. Only slightly farther is a pyramidal stack that offers Oddsock the **Robo-Sock Skin Costume**, **Robo-Sock Headset Costume**, **Robo-Sock Nose Costume**, **Robo-Sock LED Teeth Costume**, **Robo-Sock Body Costume**, and **Robo-Sock Tail Costume**.

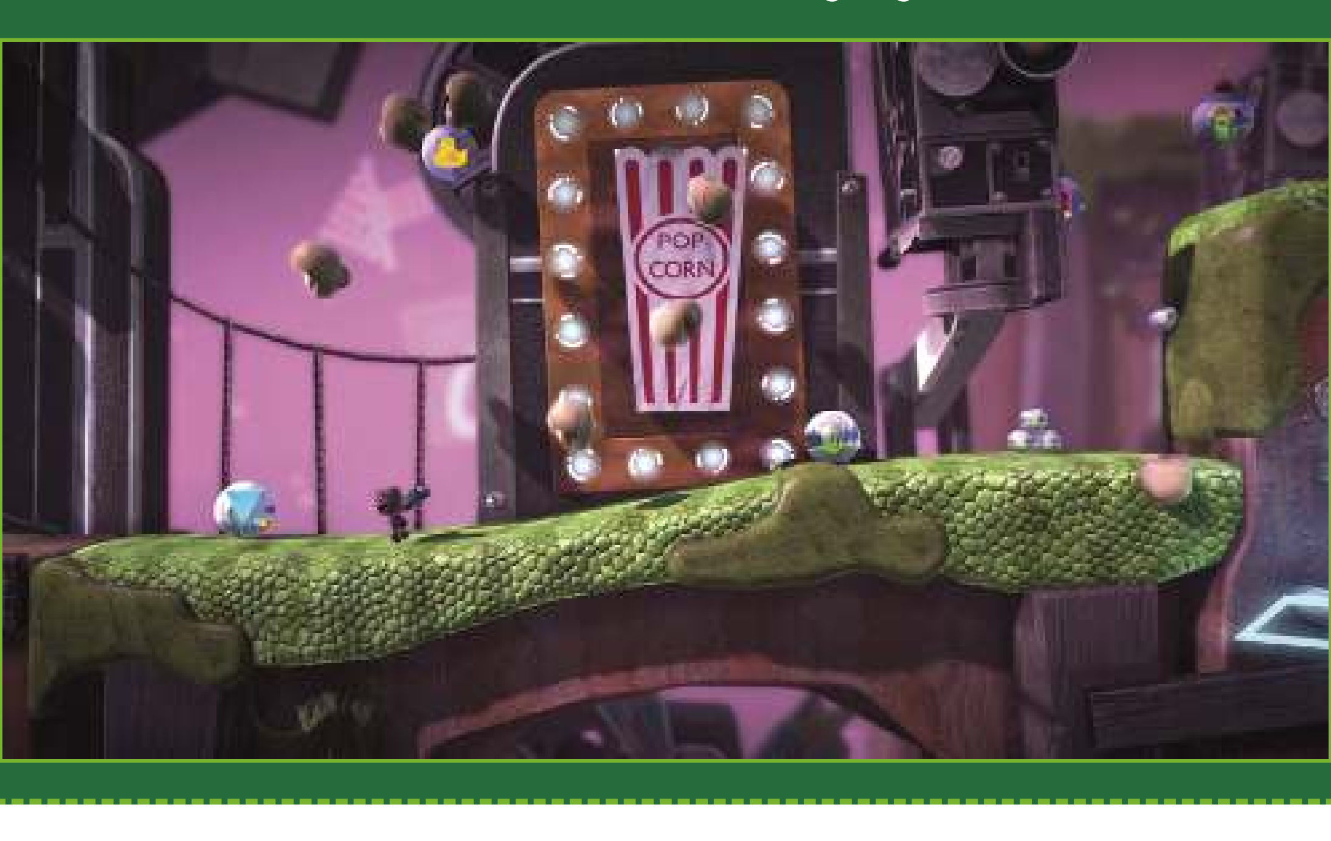



98
New Material!
New Sticker!

BRIGHT IDEA!

Buy five Costumes from Zom Zom, and he gives a bonus gift to your sack person: Illuminator. This piercing beam of light can illuminate Prize Bubbles hidden within certain framed images. After receiving the Illuminator from Zom Zom, head to this delicious-looking poster, and shine it brightly.

Like magic, four Prize Bubbles appear amid the popping corn and provide the **Seaweed Sticker**, **Yellow Duck Sticker**, **Cat Fur Material**, and **Bunting Flag Decoration**.

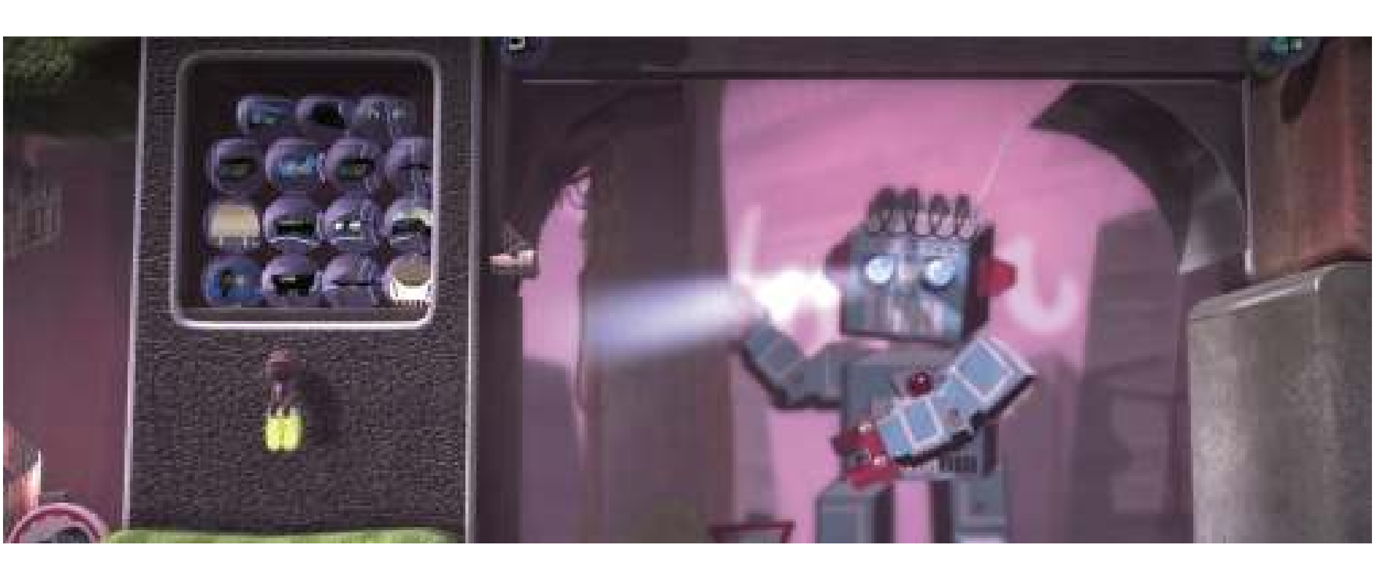


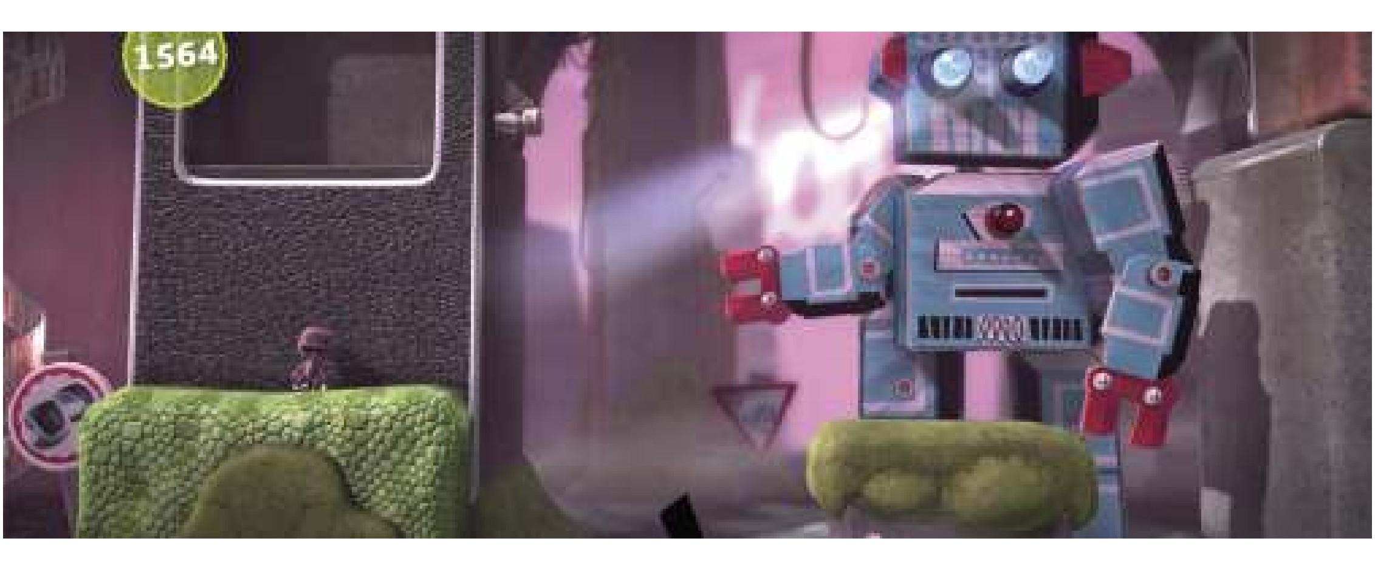
Boost Boots

A subtle sign emerging from the tar pits on the lowest level of Manglewood Swamp hints that you should return with the Boost Boots. Boost to the right, and a hidden wall panel reveals a true cornucopia of Prize Bubbles. Big Toggle's wardrobe grows significantly with the addition of the **Big Cop Small Cop Eyes Costume**, **Big Cop Small Cop Hair Costume**, **Big Cop Small Cop Hat Costume**, **Big Cop Small Cop Moustache Costume**,

Big Cop Small Cop Skin Costume, **Big Cop Small Cop Shoes Costume**, **Big Cop Small Cop Trousers Costume**, and **Big Cop Small Cop Shirt Costume**.

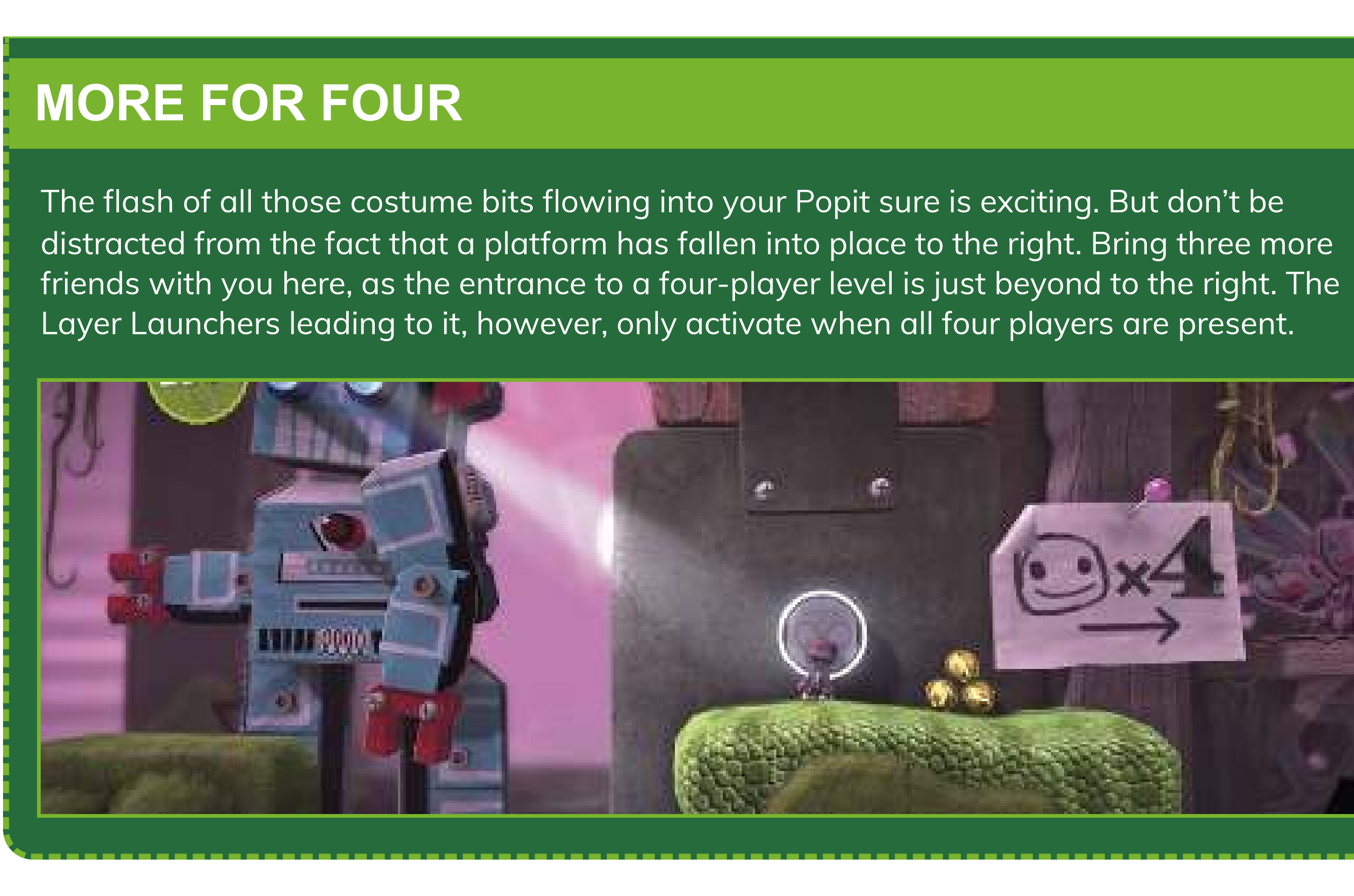
Not to be left out, little Toggle is the beneficiary of the **Big Cop Small Cop Shades Costume**, **Big Cop Small Cop Helmet Costume**, **Big Cop Small Cop Moustache Costume**, **Big Cop Small Cop Skin Costume**, **Big Cop Small Cop Shoes Costume**, **Big Cop Small Cop Trousers Costume**, and **Big Cop Small Cop Shirt Costume**.



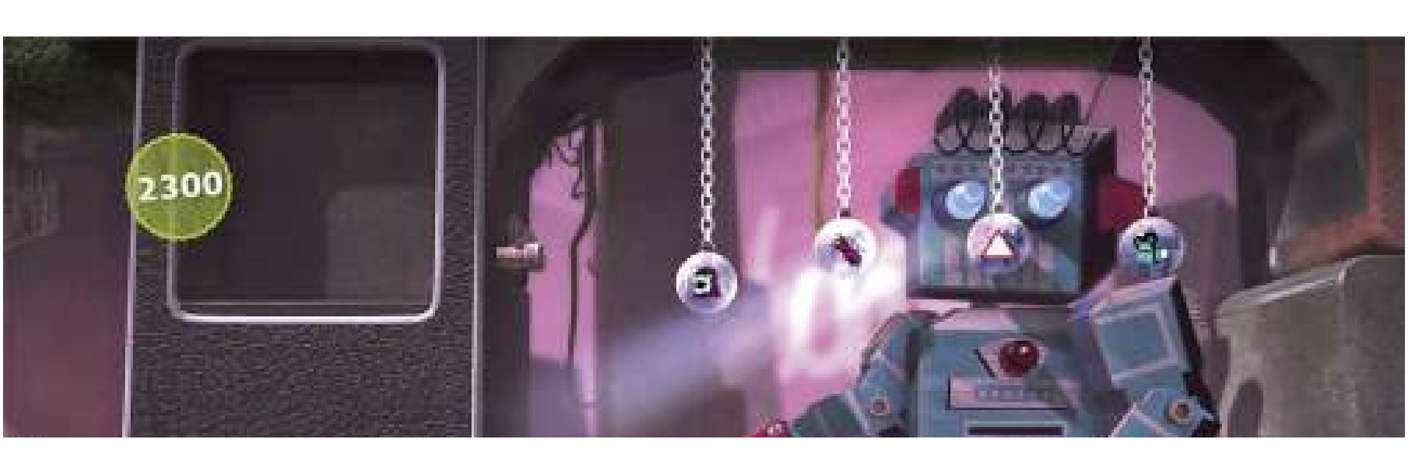


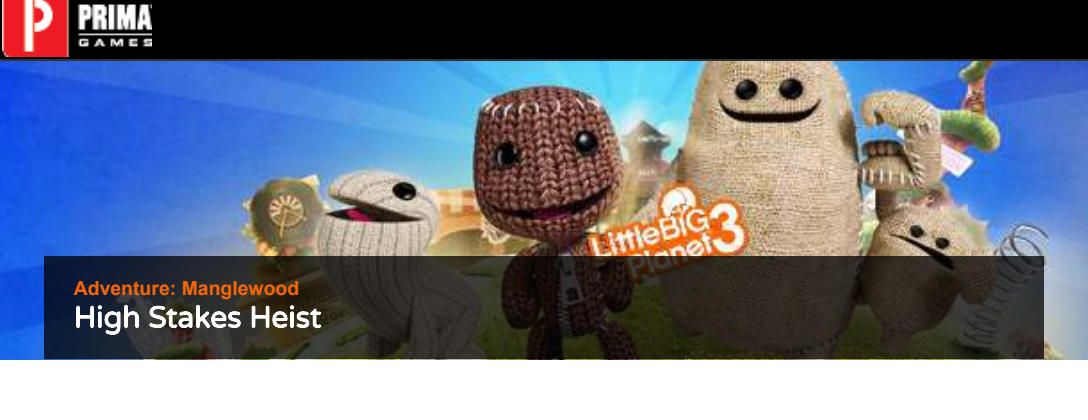
MORE FOR FOUR

The flash of all those costume bits flowing into your Popit sure is exciting. But don't be distracted from the fact that a platform has fallen into place to the right. Bring three more friends with you here, as the entrance to a four-player level is just beyond to the right. The Layer Launchers leading to it, however, only activate when all four players are present.



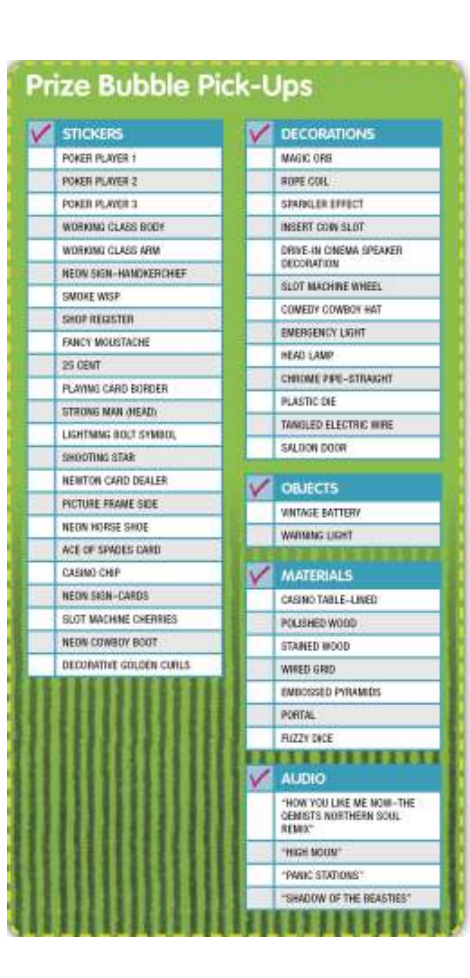
Also, once Oddsock has toppled both ends of the bridge, you can reach four more Prize Bubbles dangling down below. Thanks to Oddsock's efforts, you are now the proud owner of the **Gorilla Head Sticker**, **Gorilla Arm Sticker**, **Warning Triangle Sticker**, and **Movie Camera Sticker**.





Adventure: Manglewood

High Stakes Heist



Prize Bubble Pick-Ups

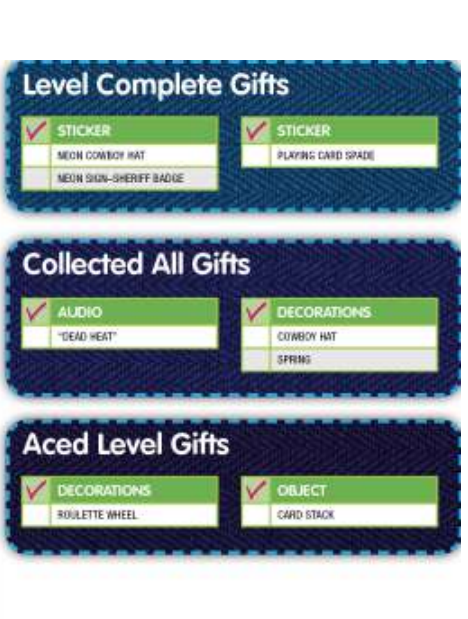
STICKERS
- POKER PLAYER 1
- POKER PLAYER 2
- POKER PLAYER 3
- WORKING CLASS BODY
- WORKING CLASS ARM
- NEON SIGN–HANDKERCHIEF
- SMOKE WISP
- SHOP REGISTER
- FANCY MOUSTACHE
- 25 CENT
- PLAYING CARD BORDER
- STRONG MAN (HEAD)
- LIGHTNING BOLT SYMBOL
- SHOOTING STAR
- NEWTON CARD DEALER
- PICTURE FRAME SIDE
- NEON HORSE SHOE
- ACE OF SPADES CARD
- CASINO CHIP
- NEON SIGN–CARDS
- SLOT MACHINE CHERRIES
- NEON COWBOY BOOT
- DECORATIVE GOLDEN CURLS

DECORATIONS
- MAGIC ORB
- ROPE COIL
- SPARKLER EFFECT
- INSERT COIN SLOT
- DRIVE-IN CINEMA SPEAKER DECORATION
- SLOT MACHINE WHEEL
- COMEDY COWBOY HAT
- EMERGENCY LIGHT
- HEAD LAMP
- CHROME PIPE–STRAIGHT
- PLASTIC DIE
- TANGLED ELECTRIC WIRE
- SALOON DOOR

OBJECTS
- VINTAGE BATTERY
- WARNING LIGHT

MATERIALS
- CASINO TABLE–LINED
- POLISHED WOOD
- STAINED WOOD
- WIRED GRID
- EMBOSSED PYRAMIDS
- PORTAL
- FUZZY DICE

AUDIO
- "HOW YOU LIKE ME NOW–THE QEMISTS NORTHERN SOUL REMIX"
- "HIGH NOON"
- "PANIC STATIONS"
- "SHADOW OF THE BEASTIES"



Level Complete Gifts

STICKER
- NEON COWBOY HAT
- NEON SIGN–SHERIFF BADGE

STICKER
- PLAYING CARD SPADE

Collected All Gifts

AUDIO
- "DEAD HEAT"

DECORATIONS
- COWBOY HAT
- SPRING

Aced Level Gifts

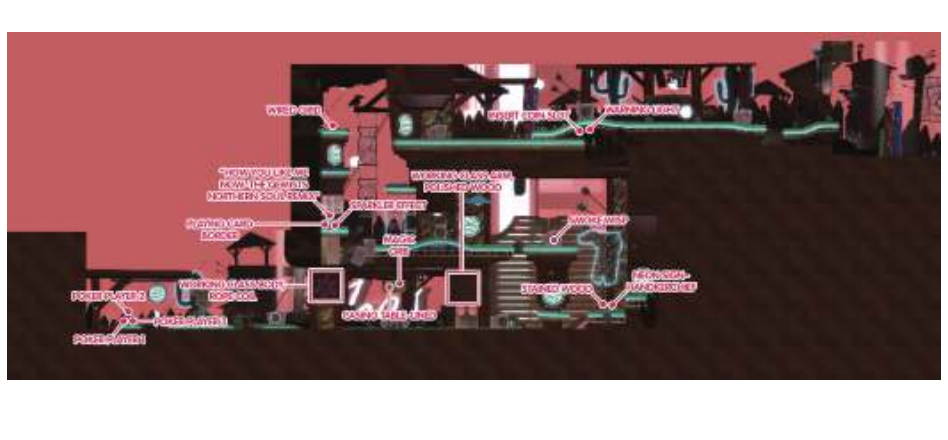
DECORATIONS
- ROULETTE WHEEL

OBJECT
- CARD STACK

Feeling lucky? A smart gambler plays the long odds only when necessary. Security's tight on the casino floor, so keeping a low profile is key to success in retrieving Oddsock's marble. Don't get too greedy: that's how most folks wind up caught and in the slammer. There isn't a lot of creativity to be found between four concrete walls.

Still, who can resist the allure of Prize Bubbles? So many of them are just sitting there out in the open, begging to be popped. It's really the casino's fault for leaving them so poorly guarded for anyone to collect. The real crime would be to leave them there.

BLINK BALL BRILLIANCE!



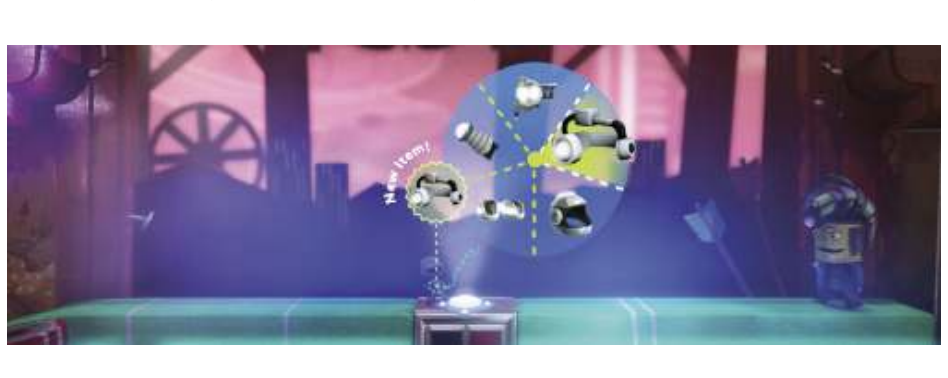
Gone in the Blink

Your sack person has the spirit to pull off a great caper, but you can't expect success without a little assistance. Behold the Blink Ball! This delightful doodad lets your sack person cross vast distances faster than a blink of the eye (hence the name).

Picking At The Sackpocket

Remember to hold ◉ to open your sack person's Sackpocket. From there, use the left stick to highlight the newly acquired Blink Ball power-up, and press ⊗ to equip it.

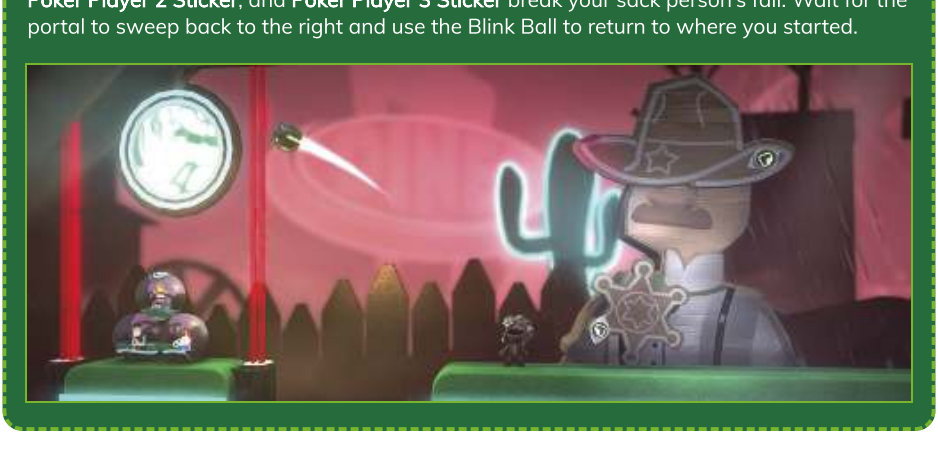
Simply take aim with the right stick and press R1 to launch a Blink Ball. These round projectiles bounce off of the environment. When they make contact with special Blink Panels that glow and pulse, your sack person is instantly transported to the ball's location.



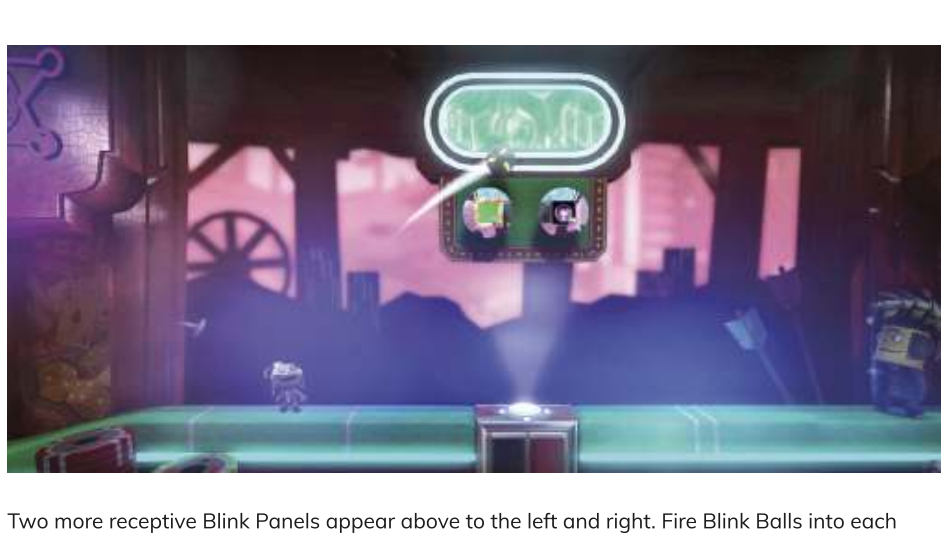
CHIP STACK SECRETS

There are three Prize Bubbles to the far left of the level start area, hidden past the tall stacks of chips. To get them, though, you need the Neon Cowboy Hat Sticker and Neon Sign–Sheriff Badge Sticker that you receive the first time you complete this level. Slap them up to get the Blink Ball portal moving.

Fire a Blink Ball (picked up during your first playthrough) at the portal when it moves between the lasers, and drop down on three Prize Bubbles. The **Poker Player 1 Sticker**, **Poker Player 2 Sticker**, and **Poker Player 3 Sticker** break your sack person's fall. Wait for the portal to sweep back to the right and use the Blink Ball to return to where you started.



Aim for the overhead Blink Panel, and fall down through two Prize Bubbles containing the **Casino Table–Lined Material** and **Magic Orb Decoration**.



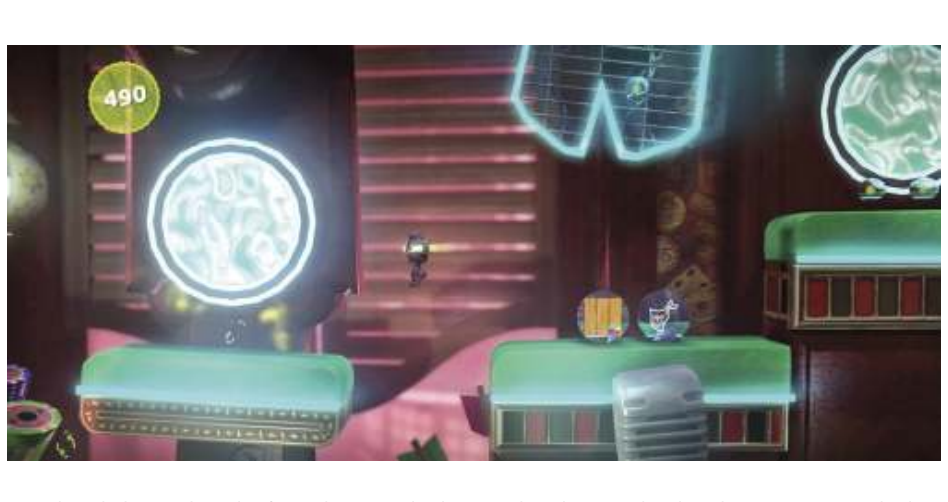
Two more receptive Blink Panels appear above to the left and right. Fire Blink Balls into each corner to emerge above columns of Prize Bubbles bearing the **Working Class Body Sticker** and **Rope Coil Decoration** on the left and **Working Class Arm Sticker** and **Polished Wood Material** on the right.

Neato Neon

Ducking indoors to the right, your sack person is getting closer to the action. Chips, cards, slot machines, arrows…arrows? These gamblers take their bets seriously.

Your sack person hardly has a chance to scope out the interior when the voice of security barks over the intercom, announcing the presence of an intruder. Better get a move on!

Use the Blink Ball to get some elevation, materializing through large round Blink Panels rightward and above. Resting below a climbable neon sign are two Prize Bubbles offering the **Stained Wood Material** and **Neon Sign–Handkerchief Sticker**.

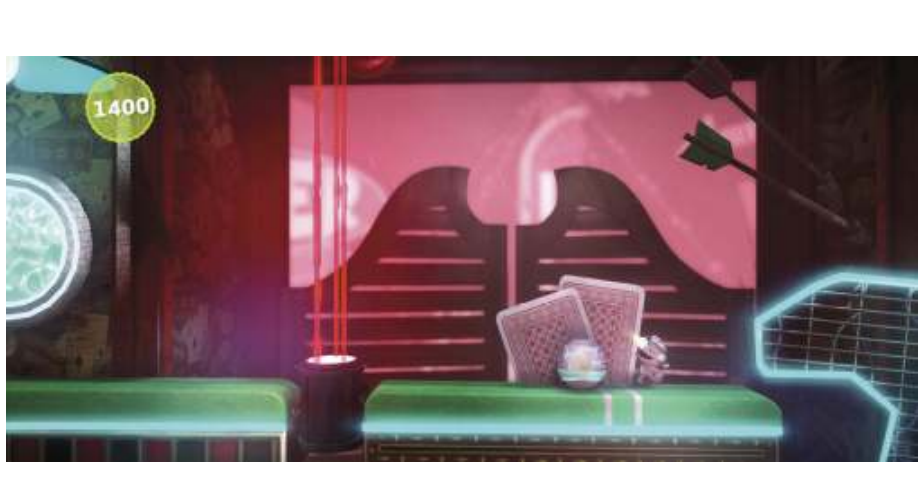


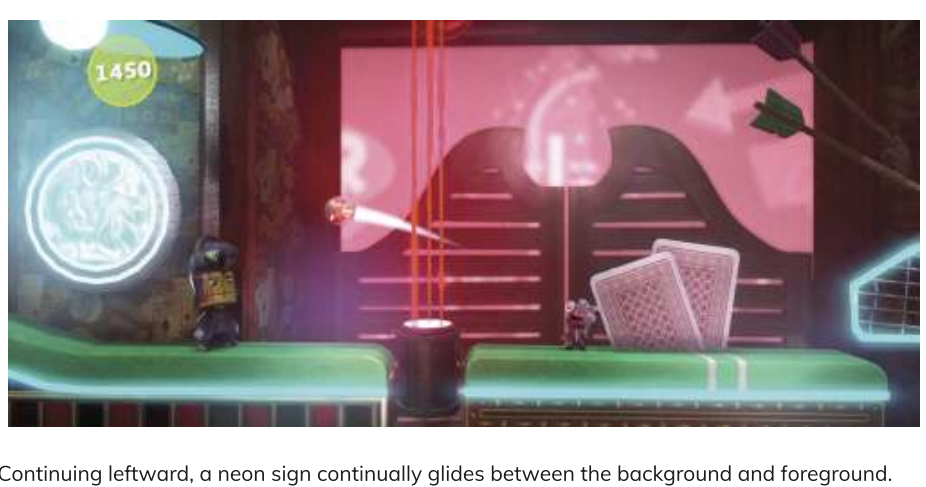
Use the Blink Panel on the far right to get high enough to leap to the dangling neon sign. Climb up it to the next level.

Bright Ideas

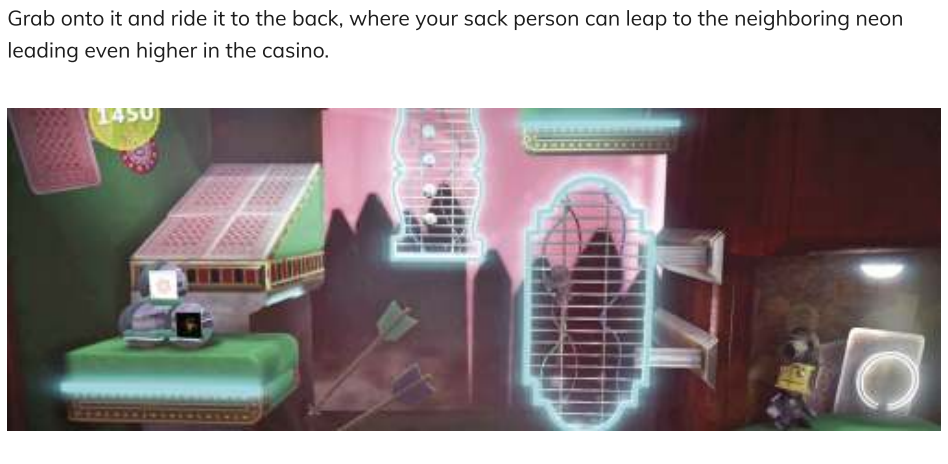
When you see neon signs, there's a good chance your sack person can climb them to reach all sorts of nooks and crannies. Keep an eye out for them and their telltale bright blue outlines.

Immediately ahead to the left are deadly laser beams looking to scorch any woolen trespassers. Luckily, the Blink Panel on the other side lets your cuddly adventurer bypass them. First, though, pop the Prize Bubble for the **Smoke Wisp Sticker** within.





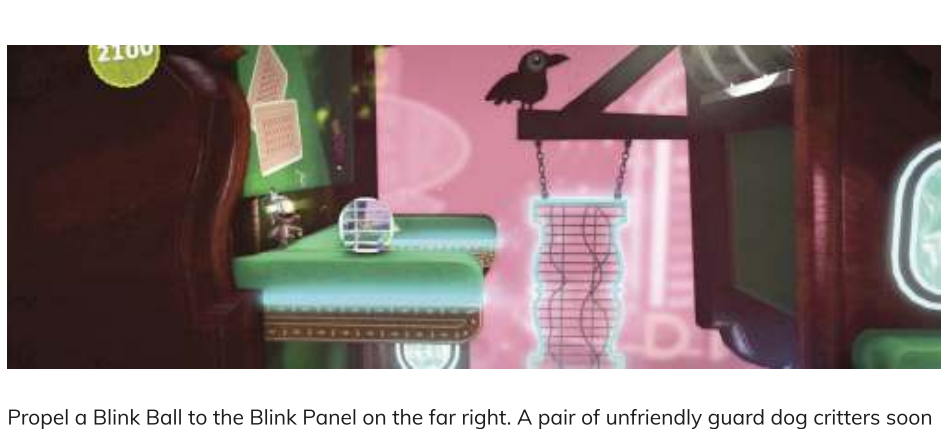
Continuing leftward, a neon sign continually glides between the background and foreground. Grab onto it and ride it to the back, where your sack person can leap to the neighboring neon leading even higher in the casino.



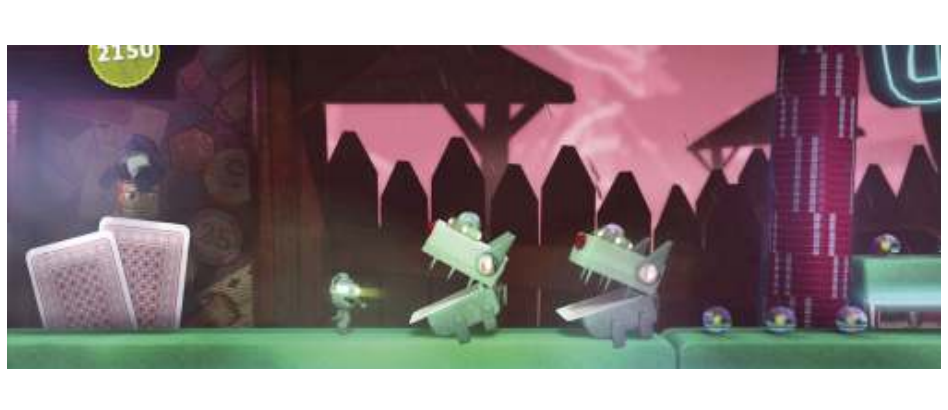
TEMPTING TRIO

The trifecta of Prize Bubbles on the far left is too irresistible to pass up. But be ready to backtrack after snatching them for the **"How You Like Me Now–The Qemists Northern Soul Remix" Audio**, **Playing Card Border Sticker**, and **Sparkler Effect Decoration**. Sliding down the playing cards to get there is a one-way trip.

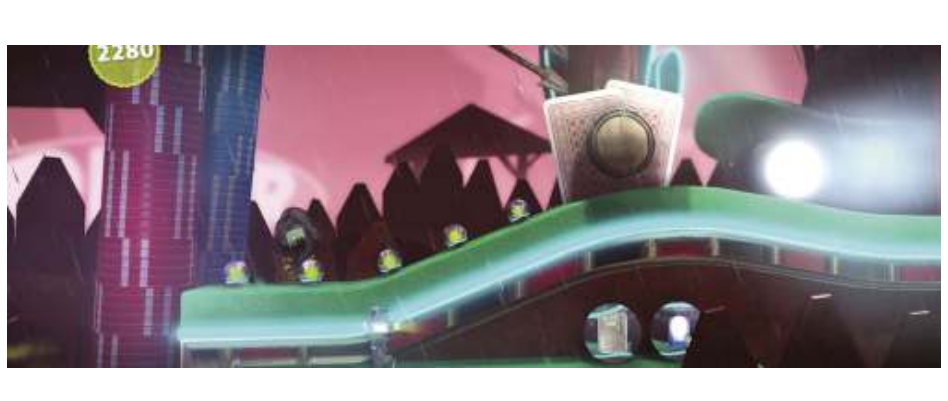
Use a combination of climbing and Blink Balls to reach the very top, where a bird has its eye on the slots. Jump off to the left and shimmy along the ledge to the foreground, where a Prize Bubble holding the **Wired Grid Material** sits on the edge.

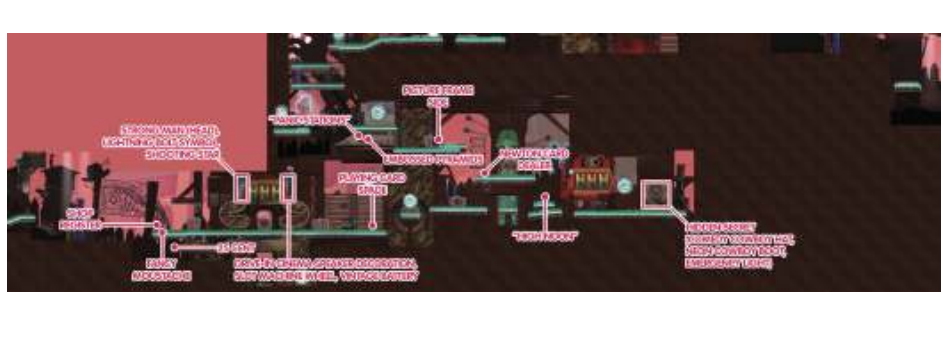


Propel a Blink Ball to the Blink Panel on the far right. A pair of unfriendly guard dog critters soon confronts your sack person. Bounce atop their exposed brains to pop and neutralize them.



Continue onward, taking the low route. It ends soon, but at least you have two Prize Bubbles awarding the **Insert Coin Slot Decoration** and **Warning Light Object** to show for it.





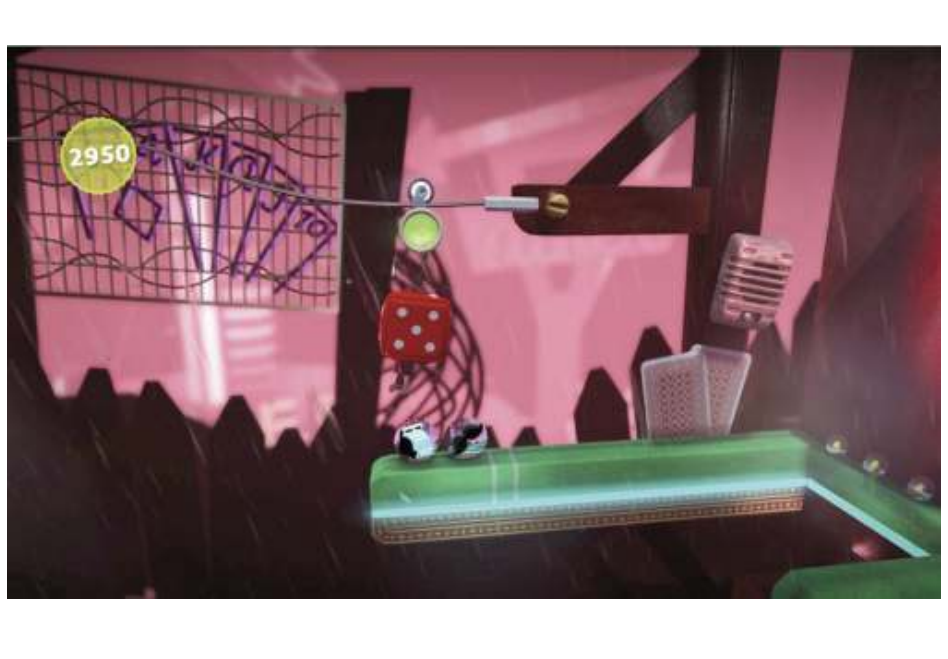
Searchlight Sneaking

Hang tight for a moment at the next Checkpoint to scope out the situation. A speedy spotlight sweeps back and forth ahead. Time your sack person's scamper, and be sure to pause behind each of the red pillars, notable for the small stacks of Score Bubbles at their bases.

WICKED WATTAGE

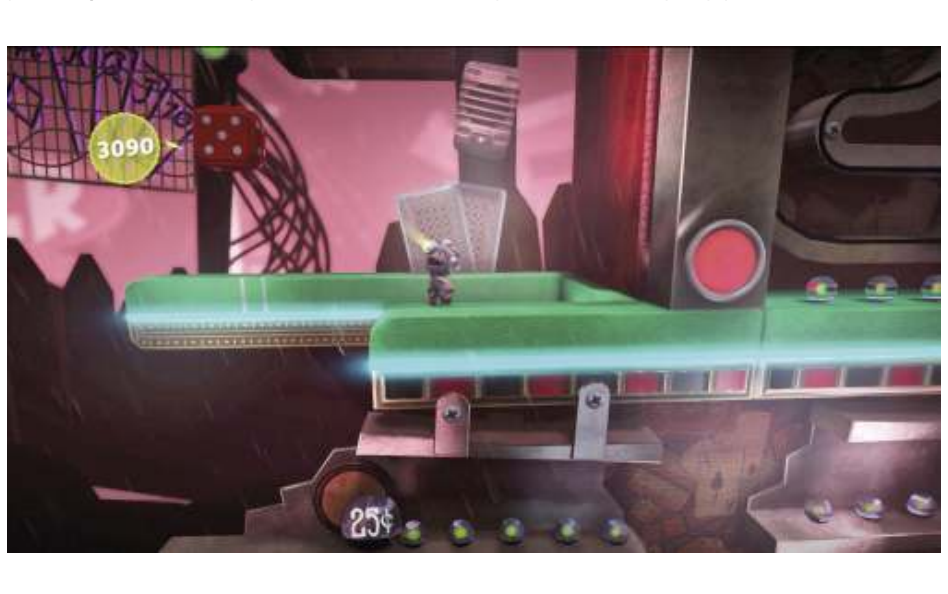
Don't let even a stray thread get caught in the light. The slightest contact between the scorching searchlight and your sack person results in a most unpleasant roasting.

A big dangling die overhead looks like it's well worth rolling with. To continue onward, jump up and grab on to ride a swerving rail past tall piles of chips. Dismount and pop two Prize Bubbles to the left that yield the **Shop Register Sticker** and **Fancy Moustache Sticker**.

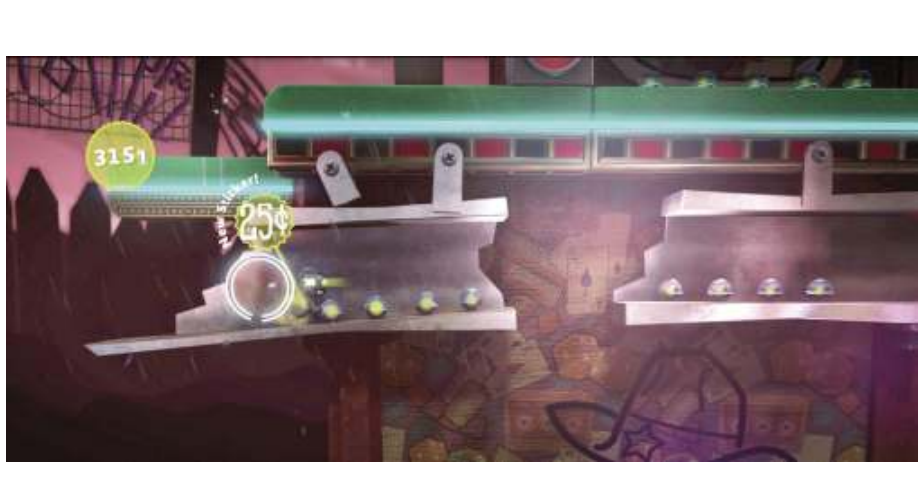


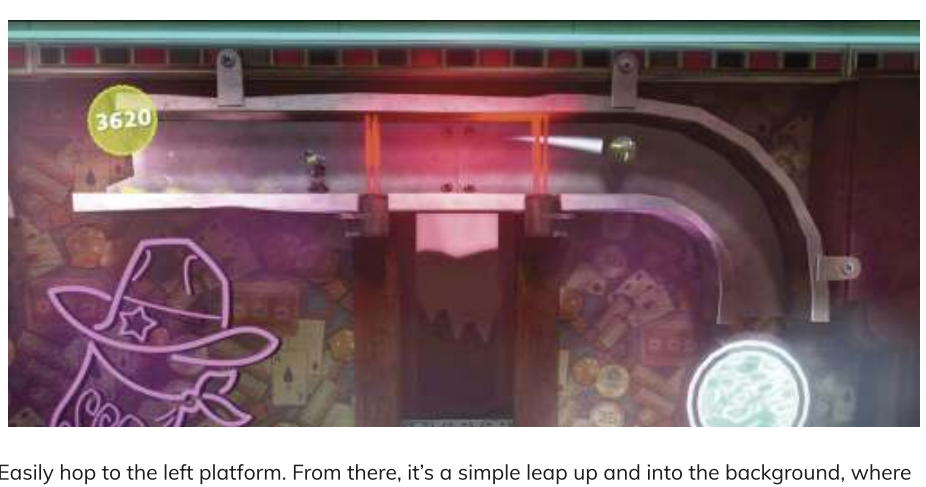
Alternate Entrances

Sneak along the right ledge to the front. A security door dropping into place suddenly cuts off the passage back indoors. This casino is about fancy looks for show, but they let their old plumbing rust and fall to pieces. Head left, and drop down into the open pipe.

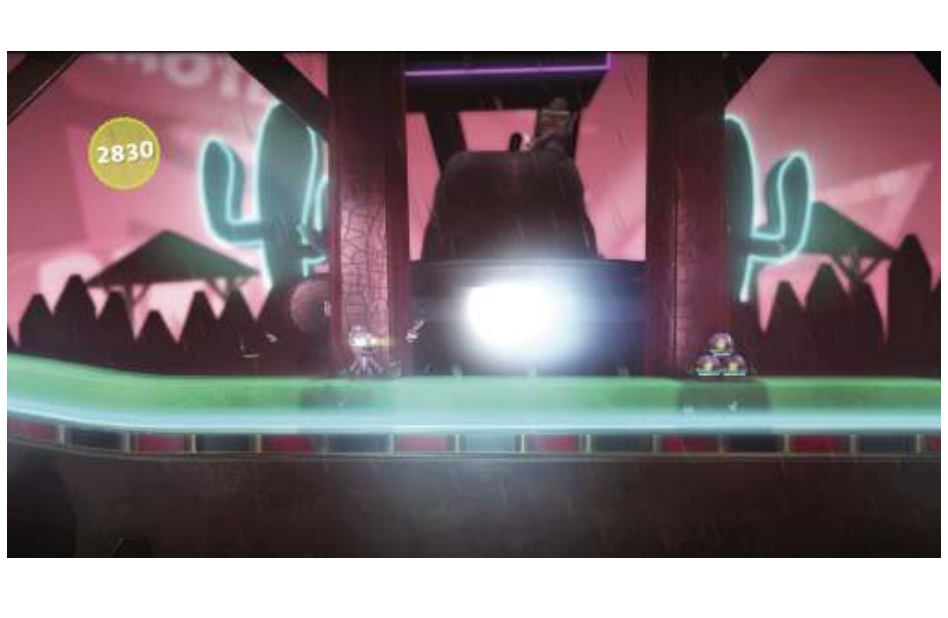


Travel through it, minding the gaps and snagging a Prize Bubble hiding away the **25 Cent Sticker**, until you're faced with a pair of lethal laser beams. Launch a Blink Ball past them, and it rolls through the pipe to a Blink Panel below.



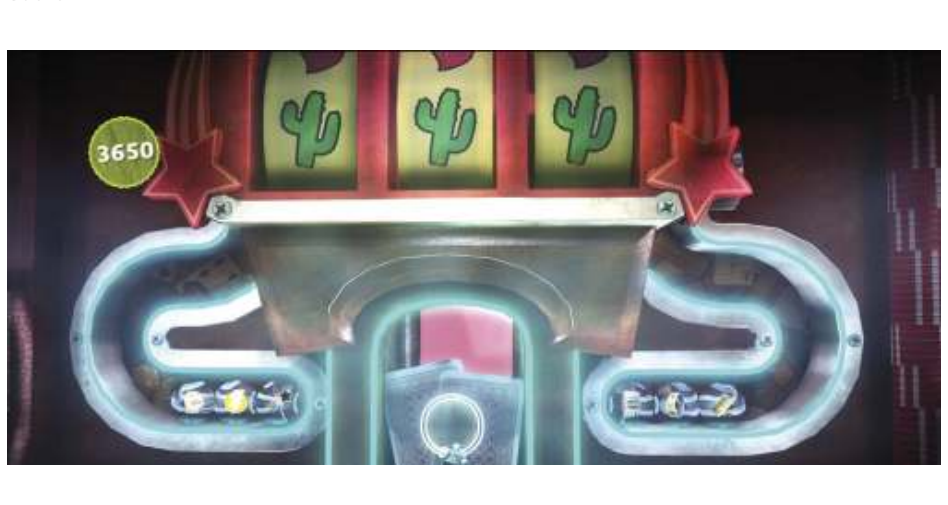


Easily hop to the left platform. From there, it's a simple leap up and into the background, where Bounce Pads activate upon your sack person's arrival and launch skyward to the high roller slot machines!

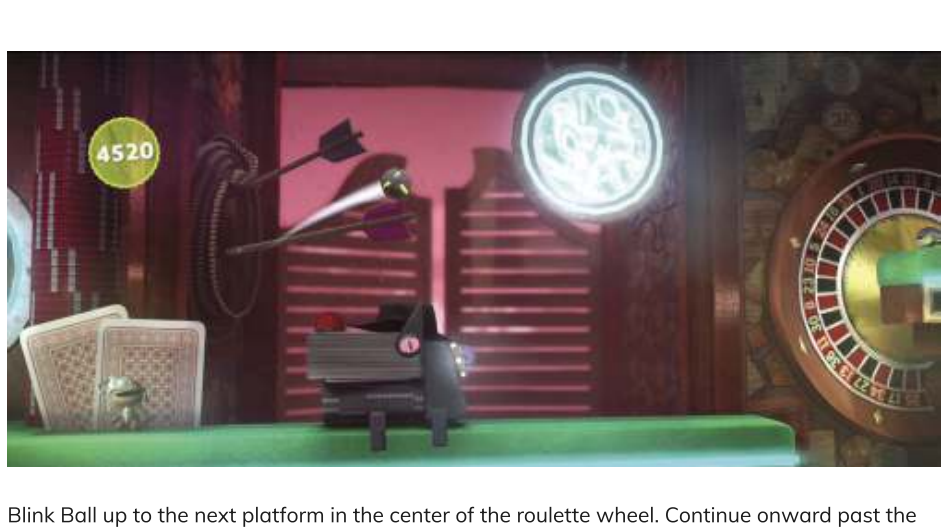


Games of Chance

Your sack person's luck is on the upswing! This giant slot machine starts paying out instantly. Collect the trio of Prize Bubbles on each side of the machine. The right side awards the **Drive-in Cinema Speaker Decoration**, **Slot Machine Wheel Decoration**, and **Vintage Battery Object**. The left side yields the **Strong Man (Head) Sticker**, **Lightning Bolt Symbol Sticker**, and **Shooting Star Sticker**.



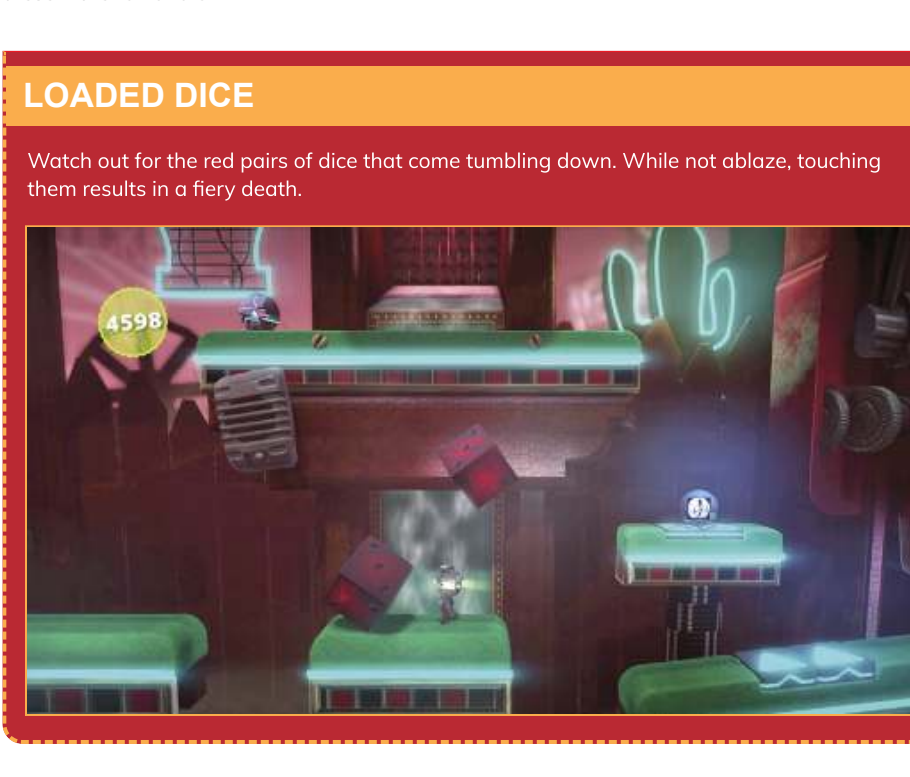
Another vicious guard dog blocks off the roulette wheel to the right. Hard to believe it's housebroken, really. Use the Blink Ball to circumvent it and pop its feeble brain to get past, if you wish.



Blink Ball up to the next platform in the center of the roulette wheel. Continue onward past the next Checkpoint, where you'd be sharp to notice the lasers in the background. Unlike before, these flicker on and off.

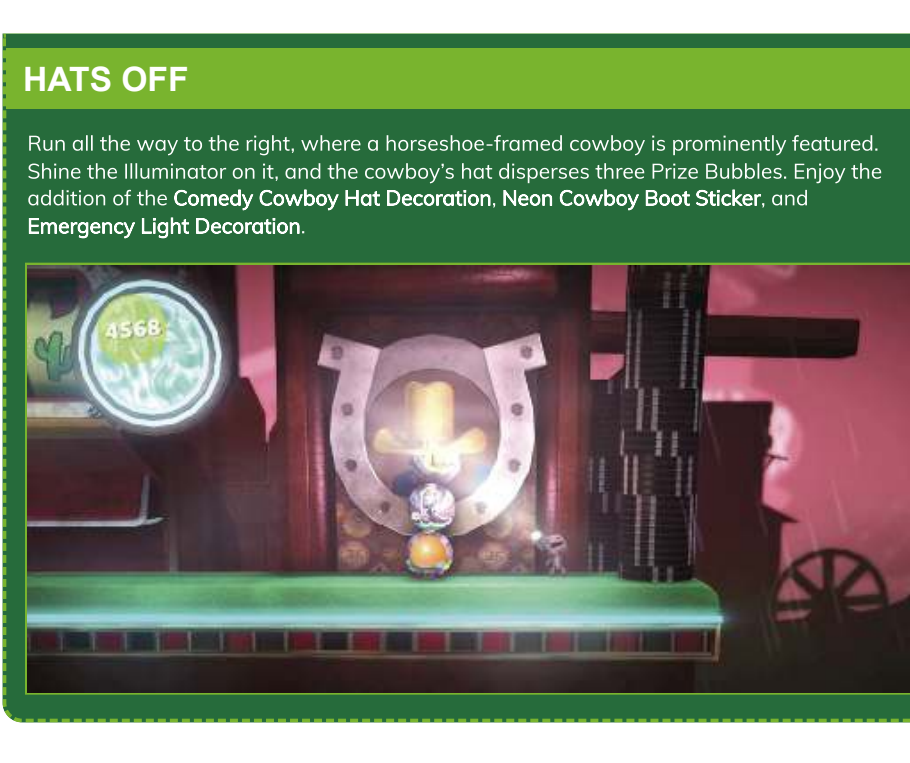
LOADED DICE

Watch out for the red pairs of dice that come tumbling down. While not ablaze, touching them results in a fiery death.

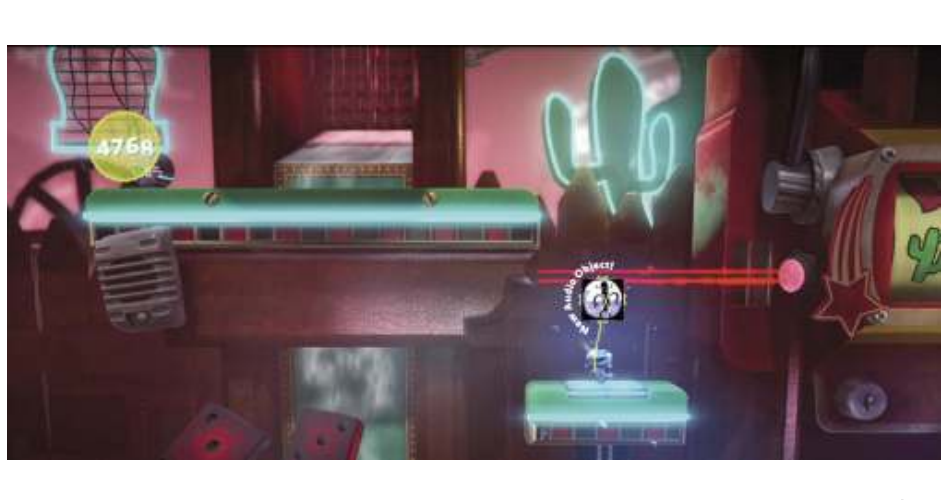


HATS OFF

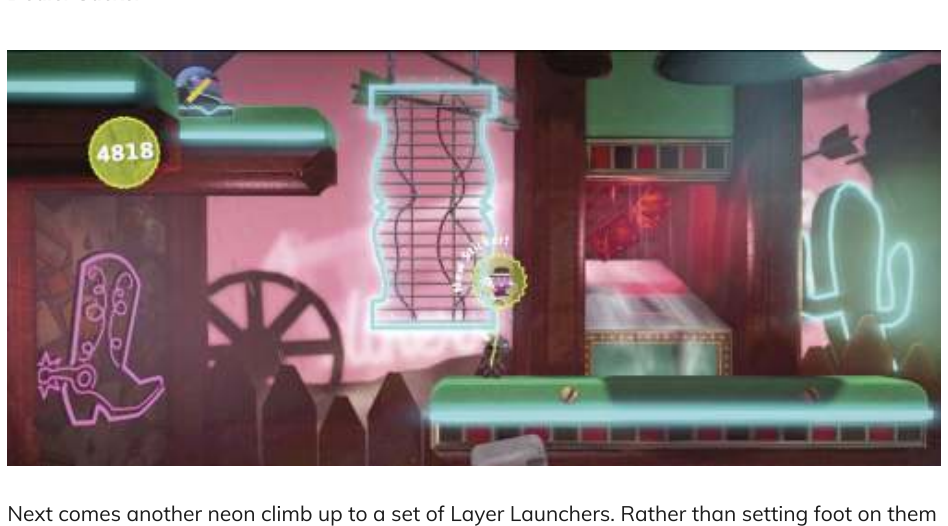
Run all the way to the right, where a horseshoe-framed cowboy is prominently featured. Shine the Illuminator on it, and the cowboy's hat disperses three Prize Bubbles. Enjoy the addition of the **Comedy Cowboy Hat Decoration**, **Neon Cowboy Boot Sticker**, and **Emergency Light Decoration**.



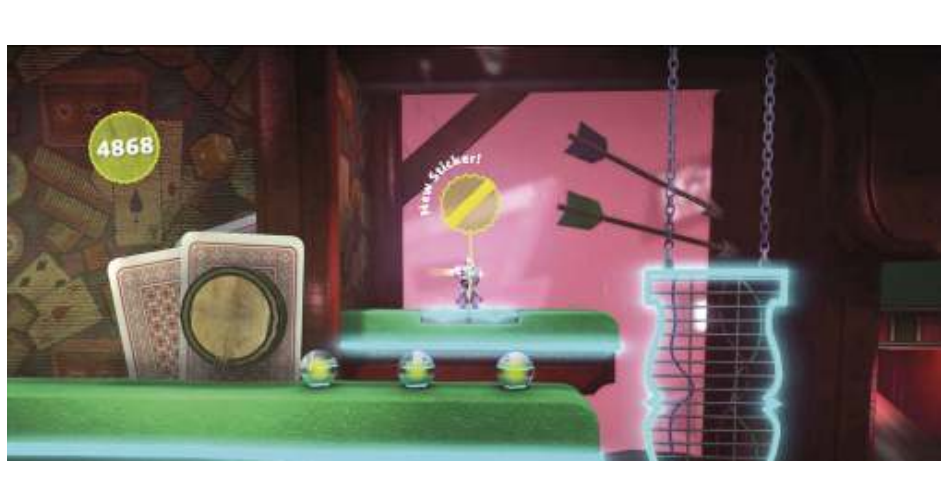
Your sack person must leap between both platforms and layers carefully. Use the Layer Launchers and Bounce Pads ahead to move into the background and upward while the beams are off, popping a Prize Bubble containing the **"High Noon" Audio**.

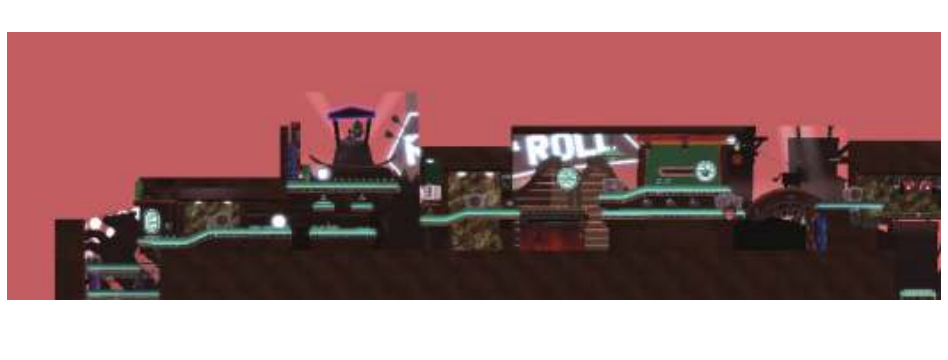


When your sack person is safely past the beams, a Prize Bubble containing the **Newton Card Dealer Sticker** awaits to the left.



Next comes another neon climb up to a set of Layer Launchers. Rather than setting foot on them too quickly, jump over to reach the Prize Bubble to free the **Picture Frame Side Sticker** inside.

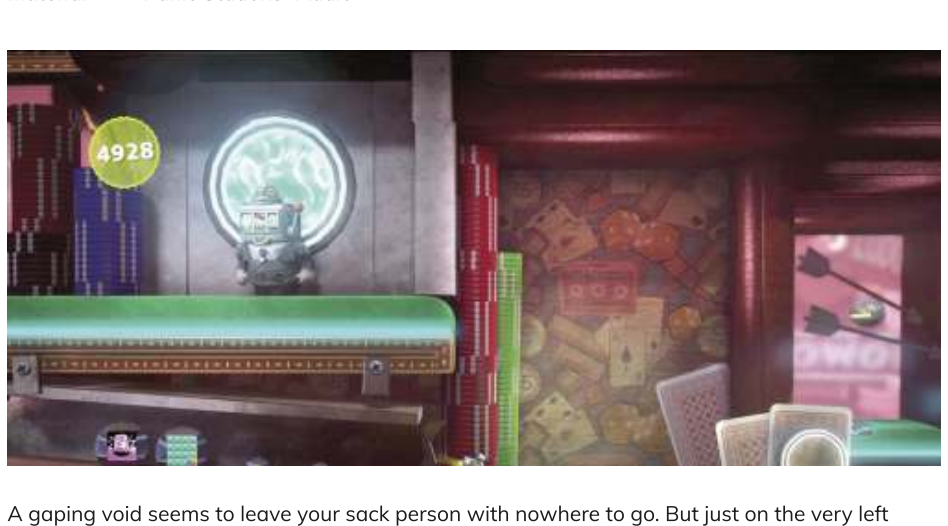




Play Your Cards Right

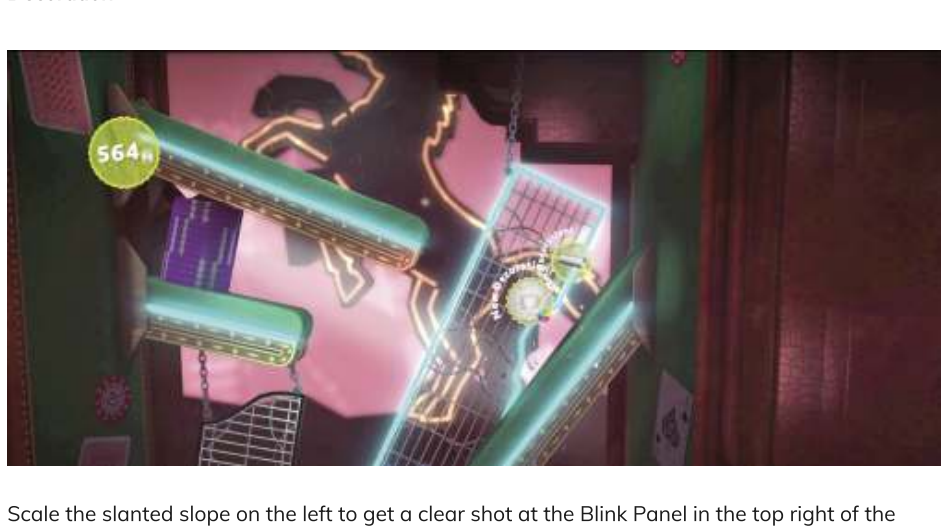
After taking the Layer Launcher forward to the front and the next Checkpoint, head left toward the red and green chips. Take a shot at the Blink Panel near them. Unfortunately, the casino pit boss arrives in the nick of time to deflect your Blink Ball and deny forward progress.

The impact of his arrival, however, breaks open a passage through more rusted pipes. Run through it, popping the two Prize Bubbles within in the process for the **Embossed Pyramids Material** and **"Panic Stations" Audio**.



A gaping void seems to leave your sack person with nowhere to go. But just on the very left edge of the screen is a much-needed Blink Panel. Launch a Blink Ball there to arrive beside a pair of Layer Launchers. Take them on a leap into the background, and immediately grab the neon sign to avoid falling to a certain doom.

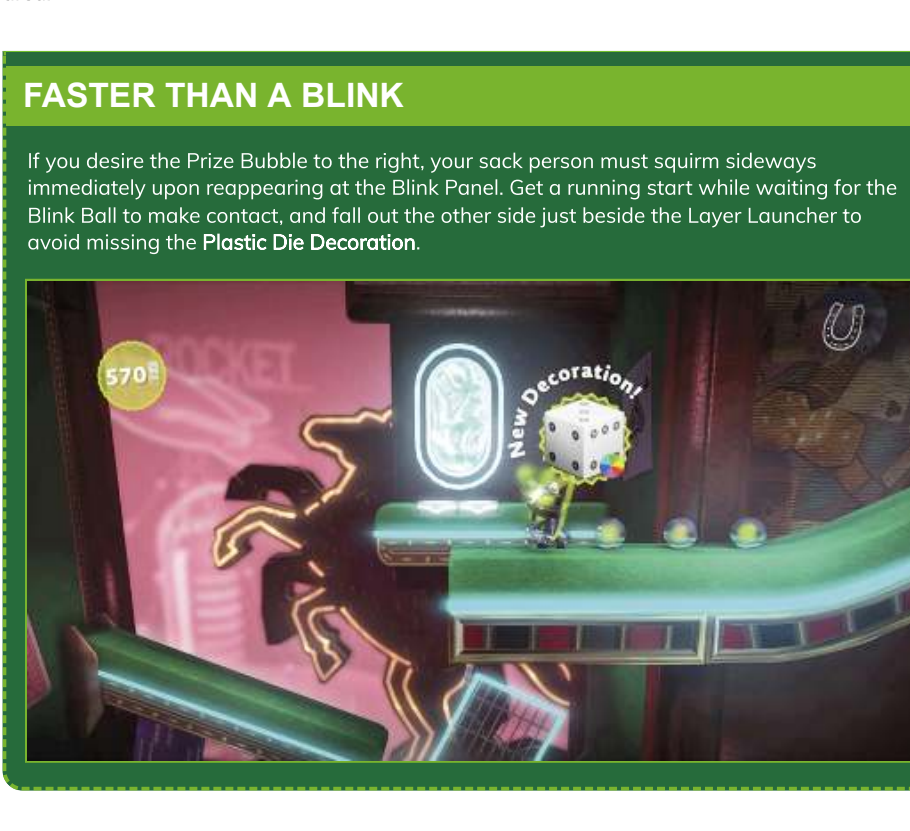
As your sack person begins to climb up, things really start going to pieces. Don't panic; just leap to the nearest swath of neon lighting to keep climbing up. There are two Prize Bubbles tumbling, so pop them before they whiz past for their **Head Lamp Decoration** and **Chrome Pipe–Straight Decoration**.



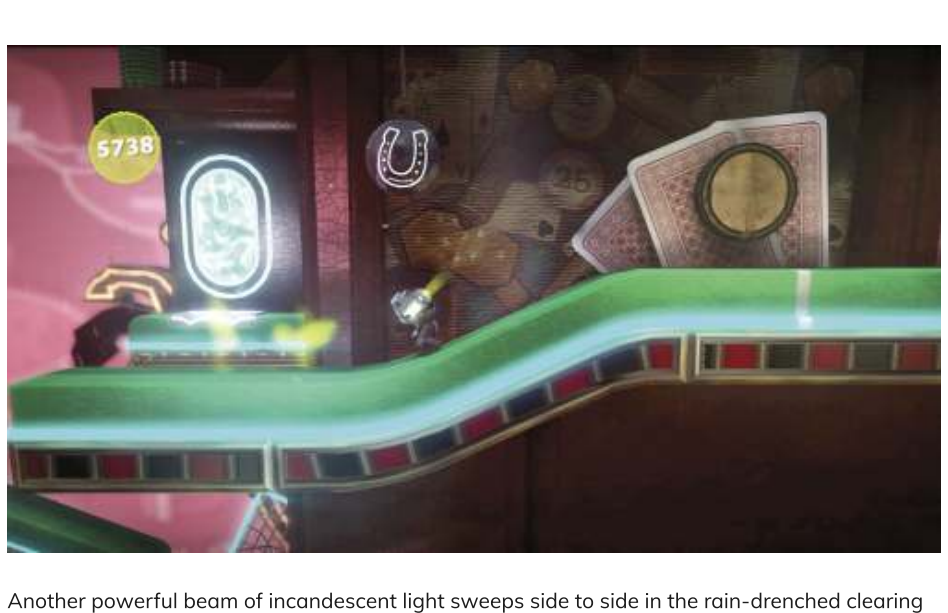
Scale the slanted slope on the left to get a clear shot at the Blink Panel in the top right of the area.

FASTER THAN A BLINK

If you desire the Prize Bubble to the right, your sack person must squirm sideways immediately upon reappearing at the Blink Panel. Get a running start while waiting for the Blink Ball to make contact, and fall out the other side just beside the Layer Launcher to avoid missing the **Plastic Die Decoration**.



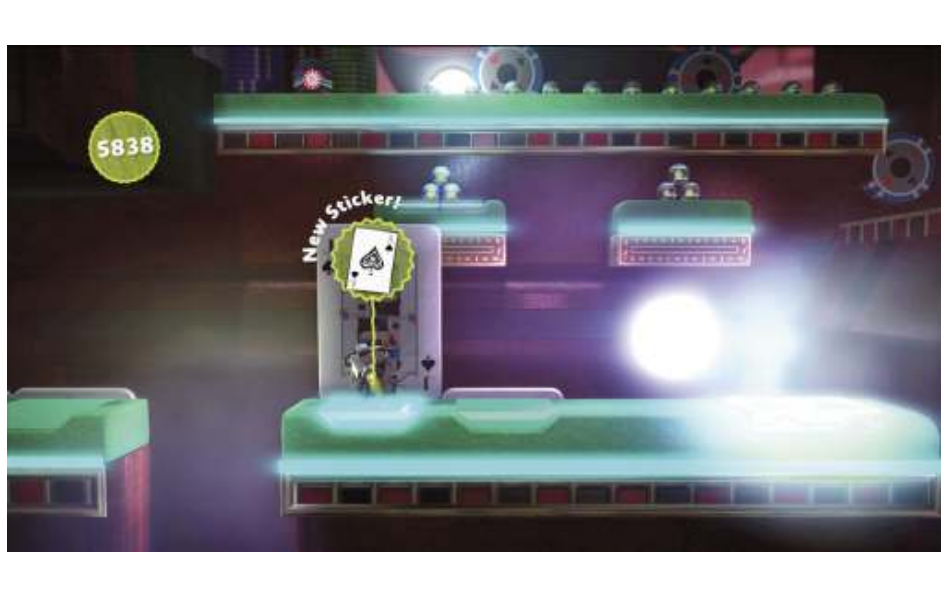
Bounce off the Layer Launchers below the Blink Panel, where the foreground bears a Prize Bubble waiting for you to nab its **Neon Horse Shoe Sticker**.



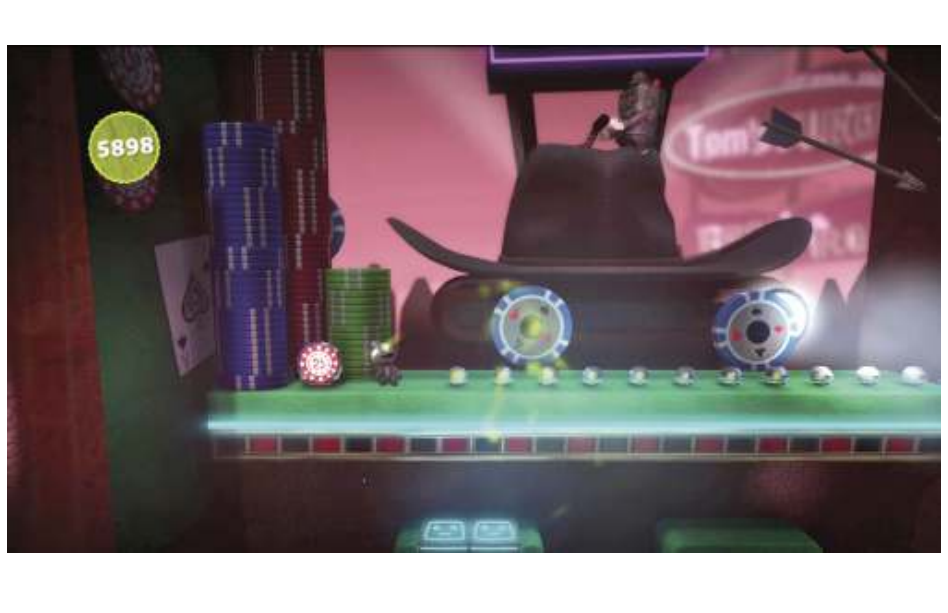
Another powerful beam of incandescent light sweeps side to side in the rain-drenched clearing ahead. Again, getting caught in its blazing gaze is deadly.

Your sack person is getting anything but a raw deal here, though. The light green tracts ahead mark safe areas. Stand above it, and it lights up, summoning a playing card to shield your sack person from suffering a scorching situation.

A Prize Bubble with the **Ace of Spades Card Sticker** awaits across a gap in the underfoot felt.



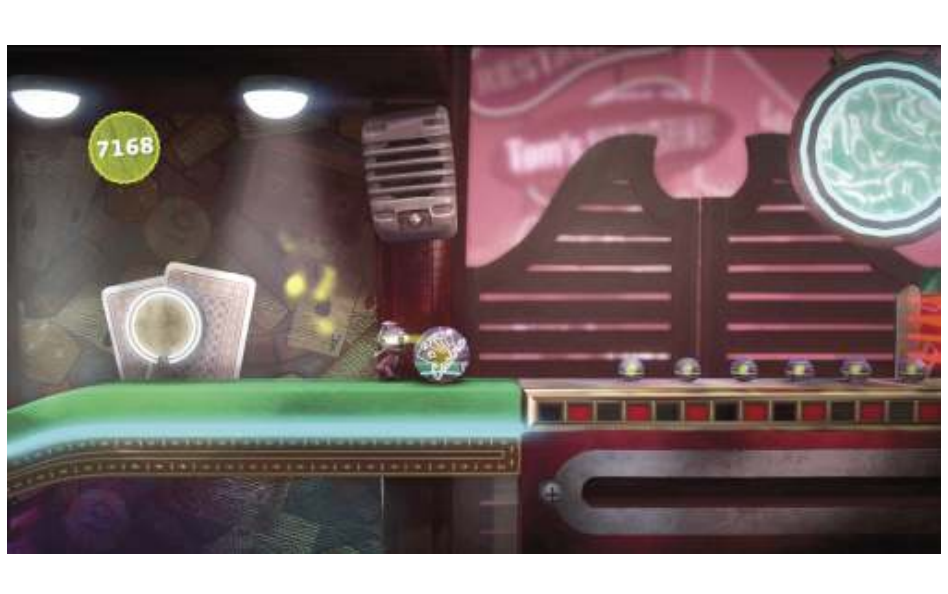
Once safely past the light, take a Blue Layer Launcher and Blue Bounce Pad up and to the left. At the base of a stack of chips is a Prize Bubble hiding away the **Casino Chip Sticker**.



Chips and Dip

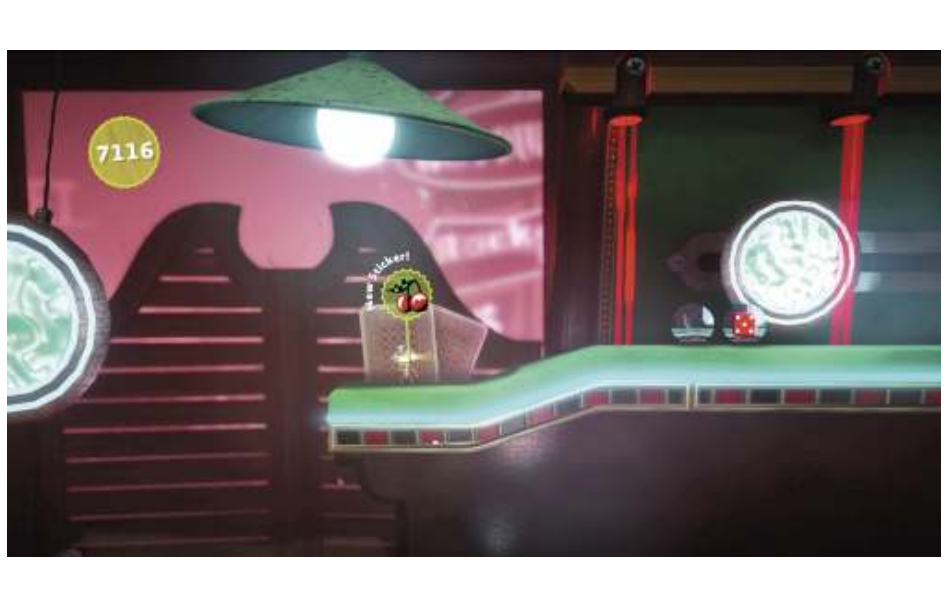
This part of the casino is paying out big time, and chips are raining down endlessly from the sky. This luck extends to your sack person, as well. Keep pace behind a casino chip to let it protect from the broiling beam of yet another searchlight. Once clear, leap safely down a slide of playing cards.

Past the next Checkpoint is a Prize Bubble that releases the **Neon Sign–Cards Sticker** en route to the next Blink Panel. A sweeping wall of laser beams is keeping the ground ahead off limits. Use the Blink Ball to get up past it.

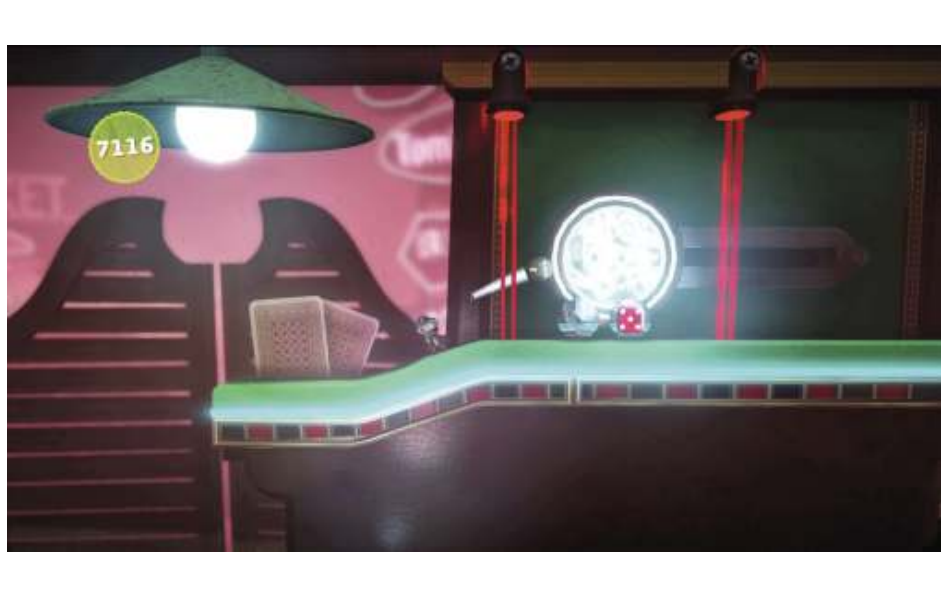


On the other side of a precipitous drop, three yapping guard dogs stand in your way. Pop their brains in smooth succession. Fire at the Blink Panel above to pop the Prize Bubble nesting the **Portal Material**. Flip the switch below to access the next area, unavoidably activating the security there in the process.

While you're backtracking, a pair of Layer Launchers is now active. Take them into the background, where a Prize Bubble is sitting at the end of the leap. It's got the **Slot Machine Cherries Sticker** inside.



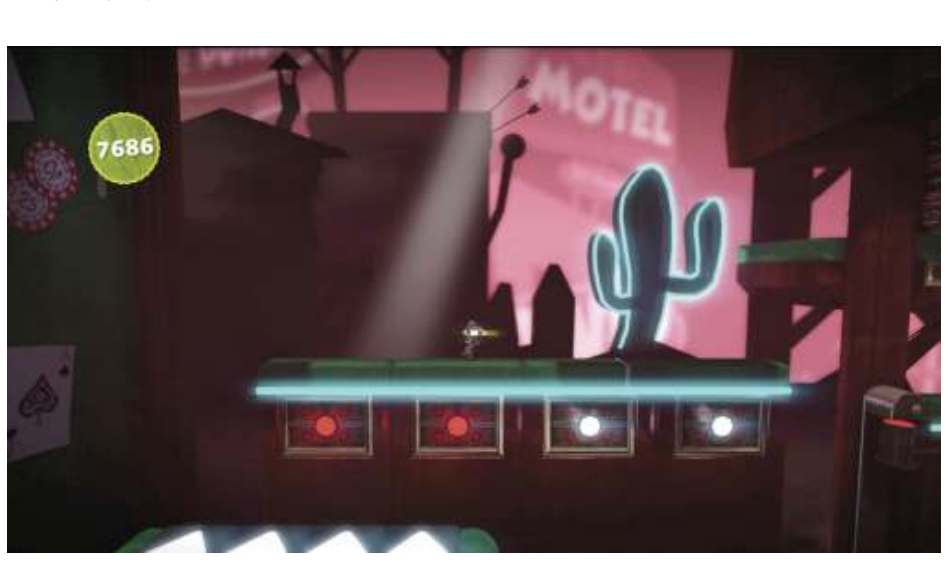
Carefully fire a Blink Ball with precise timing as the Blink Panel moves between the pair of vertical lasers obstructing progress. While your sack person can easily bypass both in one fell swoop, waiting for the Blink Panel to pass between them lets you snag the **Tangled Electric Wire Decoration** and **Fuzzy Dice Material** inside their respective Prize Bubbles.



On the other side of the red glare of the lasers, grab onto the dangling die, and ride it along the rail to the next Checkpoint.

Put on Blasts

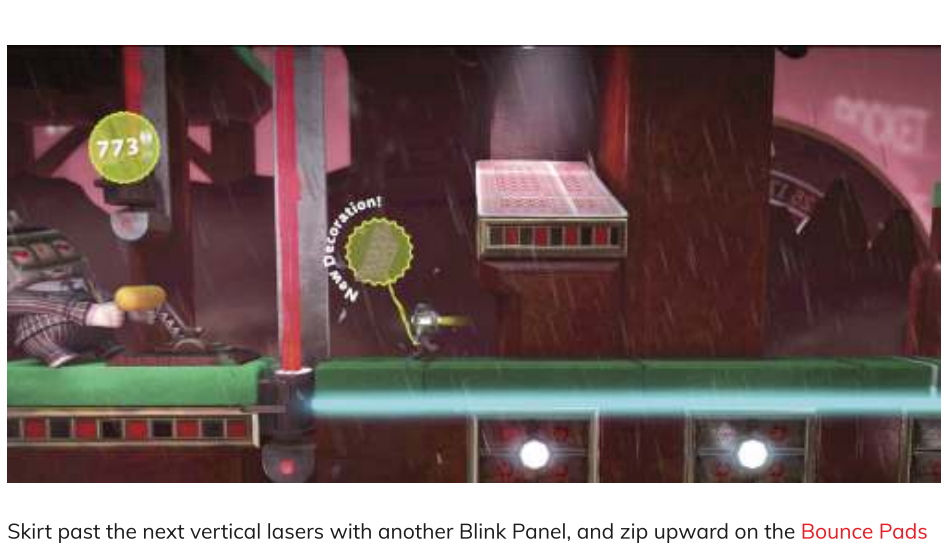
It seems like the casino bosses have had just about enough, and the real security kicks in. With red sirens blaring, your sack person goes tumbling down onto Layer Launchers shooting toward the background. There's no time to get your bearings, as your sack person is standing on some heavy-duty explosives.



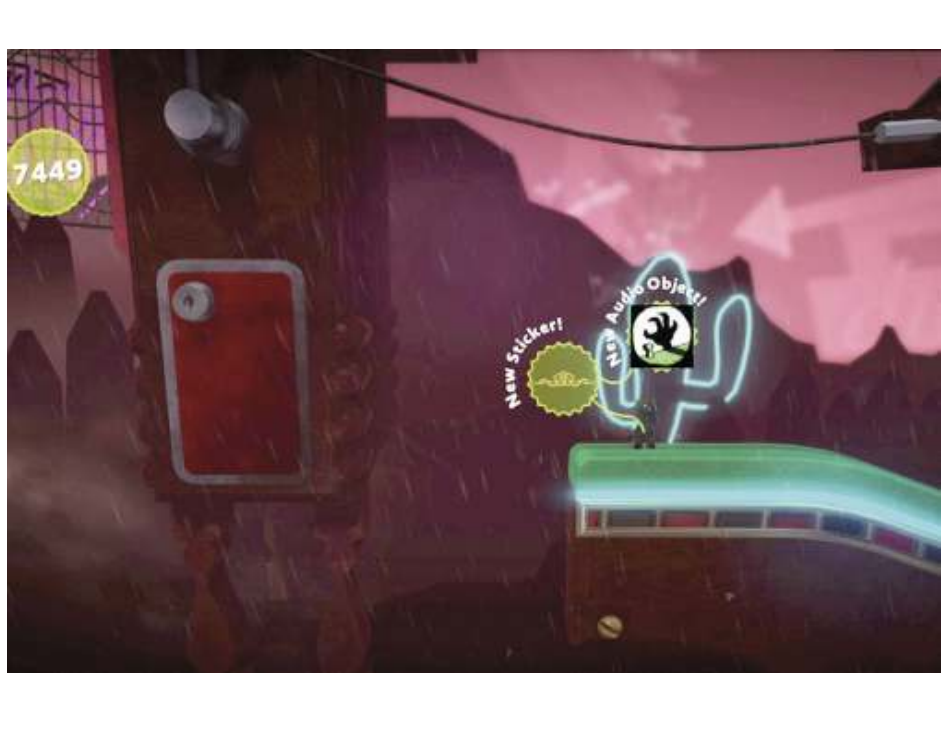
TIME IS MONEY

Watch the lights of the explosives under your sack person's wee feet, which flash red when they are about to go critical. Don't dawdle and risk getting barbecued.

Race to the right and outrun the explosions. Use the Blink Panel to bypass a vertical laser, dropping your sack person past a Checkpoint and down a card slide. Take a quick sidestep to the left to nab the Prize Bubble holding the **Saloon Door Decoration** before continuing onward to the right at top speed.

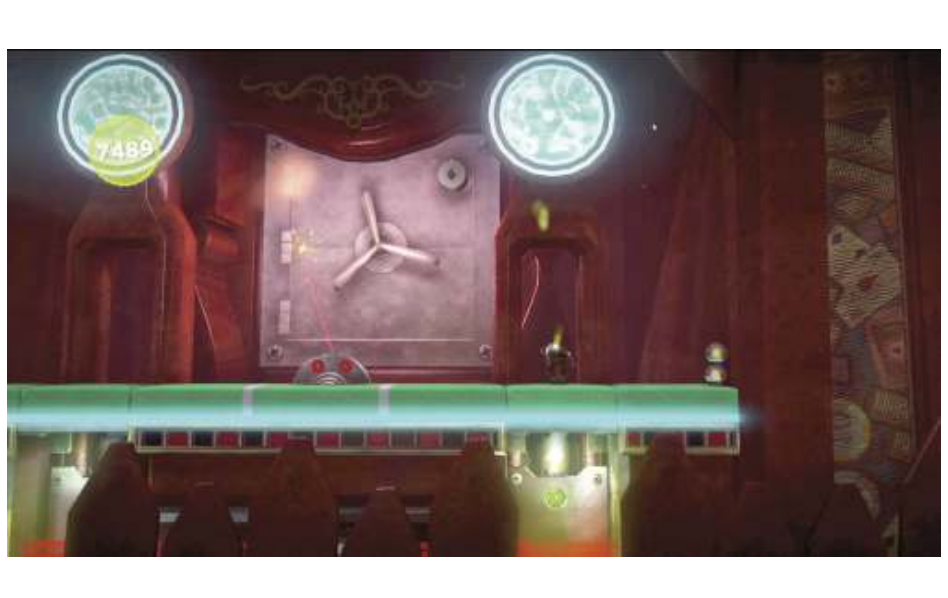


Skirt past the next vertical lasers with another Blink Panel, and zip upward on the Bounce Pads beneath it. A final leap to grab hold of a red die dangling ahead sweeps your sack person along a rail to safety. Land gently beside two Prize Bubbles just begging to be popped for their **Decorative Golden Curls Sticker** and **"Shadow of the Beasties" Audio**.

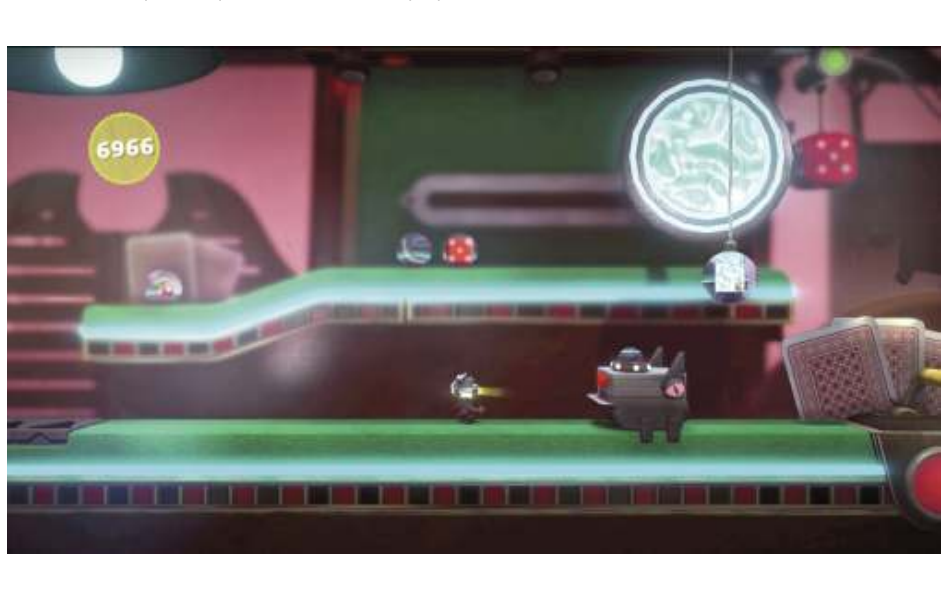


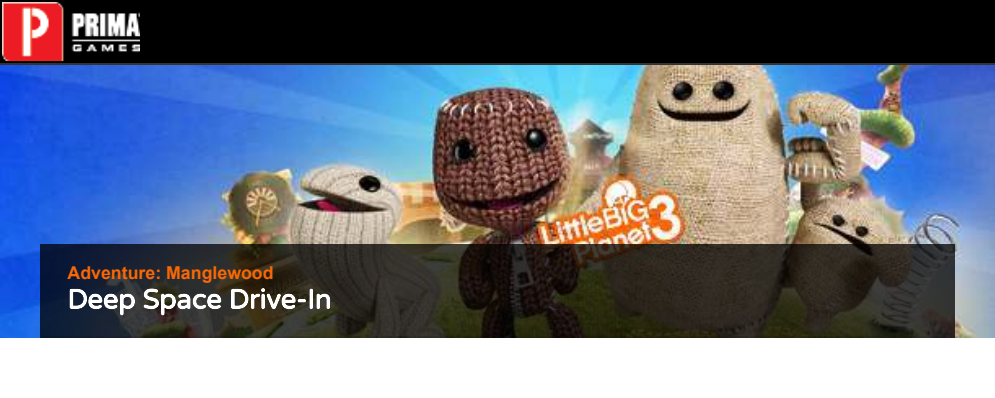
Is It Safe?

Having defeated the last lines of defense, your sack person stands on the threshold of a huge payday. The vault containing Oddsock's marble is just ahead past the next Checkpoint. Use the round Blink Panels to land on the left and right platforms, pushing down their respective batteries.



With both batteries in place, the laser can cut through the immense vault door and release the marble within. With the marble freed, it's time for a getaway. Fortunately, another marble is located in the perfect place to lie low: deep space!





Adventure: Manglewood

Deep Space Drive-In

Prize Bubble Pick-Ups

DECORATIONS

- CAR SPEEDOMETER
- STRAIGHT CHROME PIECE
- PINK ROLLERSKATE
- SEAT BELT BUCKLE
- LIGHT NODE
- RADIO ANTENNA
- STEERING WHEEL
- CAR DOOR HANDLE
- AURORA
- CLOTH EARTH
- CAR EXHAUST
- CHROME DOME
- METAL WELD
- GAUGE NEEDLE
- WIND-UP TOY KEY
- STEEL SPANNER
- HOOKED ELECTRIC
- HEAD LAMP RIM
- CAR TAIL LIGHT
- LONG PLASTIC COG
- RAINBOW PLUME 1
- CAR HOOD ORNAMENT
- CORRUGATED PIPE
- CURVED CORRUGATED PIPE
- POPCORN PIECE
- PLASMA ARC
- CHROME BRACKET
- TOY FLYING SAUCER
- CHROME HANDLE
- CHROME ARCH
- CAR WINDOW WINDER
- CURVED ELECTRIC WIRE
- CURVED CHROME PIECE

STICKERS

- LIGHTNING BOLT 3
- 50S SACKTHING
- BOX OF POPCORN
- U.F.O.
- PLANET
- OIL STAIN
- GREASEMONKEY
- SPACESUIT HELMET
- COMET
- INK STAIN 8
- STOP SIGN

OBJECTS

- TOY CAR
- ROCKET BODY
- GASOLINE CAN
- ROCKET NOSE
- CAR BODY FIN
- FOIL PIPE–STRAIGHT
- FOIL PIPE–CURVED

MATERIALS

- COLOURED LEATHER
- SCRATCHED STEEL
- GOLD FOIL
- PINK CAR PANEL
- RIBBED CHROME
- WORN CHROME

AUDIO

- "BEWARE THE MOON LADS"
- "THE FUTURE–PART 3"
- "UP AND AT 'EM"

Level Complete Gifts

STICKERS

- PINK TIN CAR
- COW

DECORATION

- 50S CAMERA DIAL

Collected All Gifts

DECORATIONS

- ELECTRIC WIRE–EXPOSED
- LONG RUBBER GAITER

MATERIAL

- TWINKLING STARS

Aced Level Gifts

MATERIALS

- CAR GRILL

AUDIO

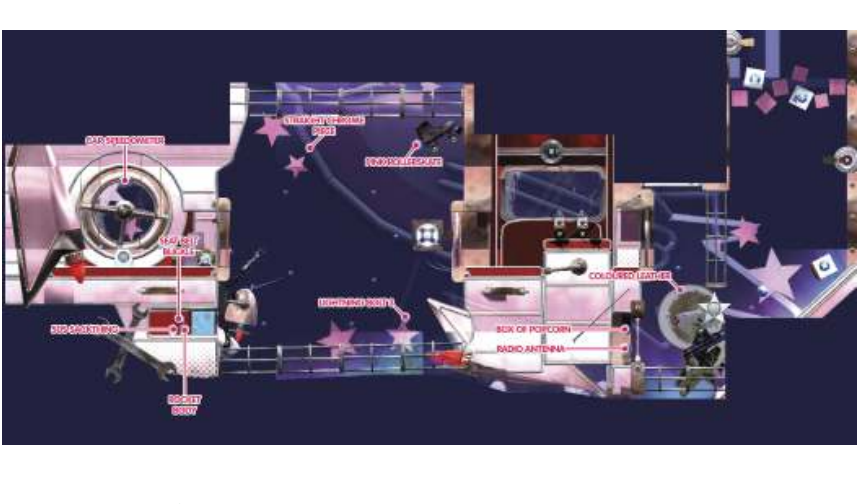
- "I ONLY HAVE EYES FOR YOU" (ORIGINAL LITTLE BIG EDIT)

DECORATION

- JUMP-LEAD CONNECTOR

After that daring heist, it's time to blow clear of the area for a while and let the heat die down. And it doesn't get much farther out or cooler than deep space. The heyday of space exploration seems to have long past, and there's ample old machinery and debris floating about. Old tunes hauntingly play over intercoms powered by flickering electrical systems. Don't let the cold emptiness distract from the graceful, fluid freedom your sack person can enjoy in the zero gravity environs of the region. Drift through the wreckage to find the missing marble and get one step closer to the return of Oddsock!

THAT FLOATING FEELING

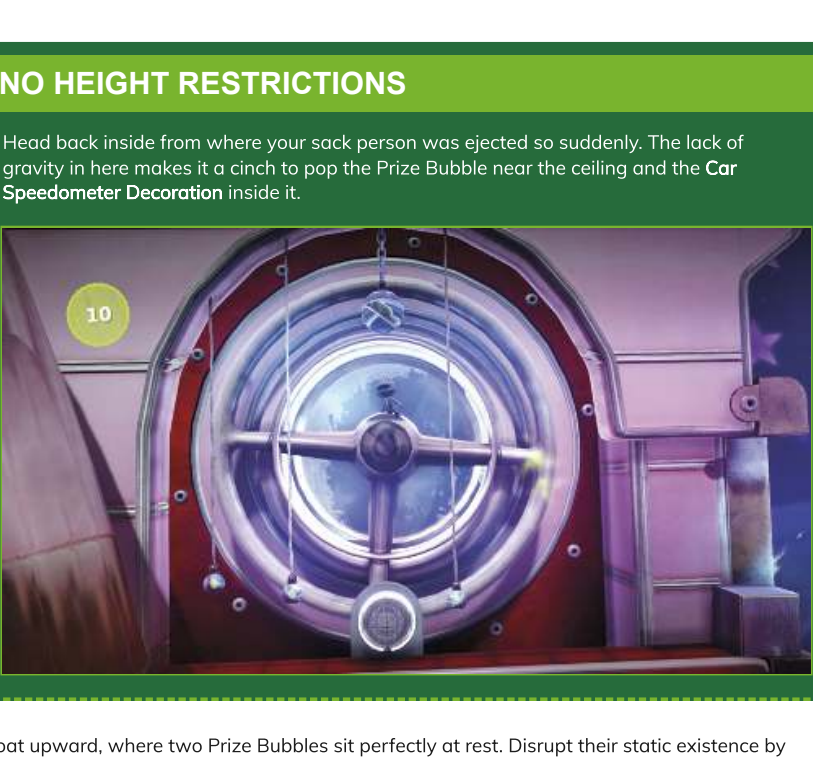


No Space Cadet

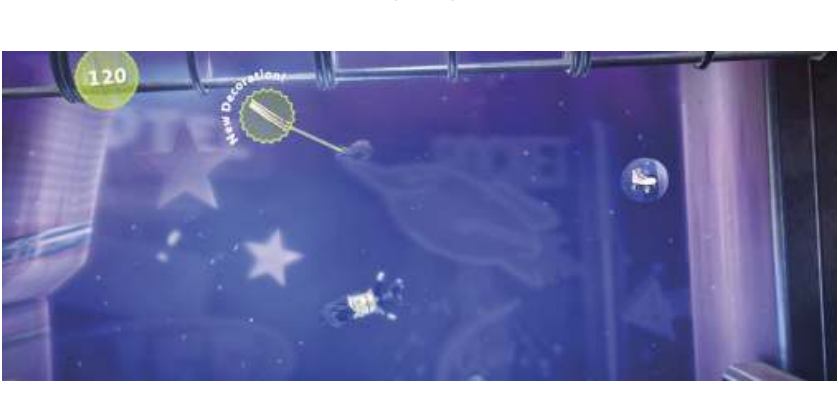
After Avalonia, your sack person isn't too thrown off by intergalactic adventuring. Still, it's a bit disorienting to be simply launched into zero gravity. Quickly find your bearings by holding ✖ to move more quickly through this weightless environment.

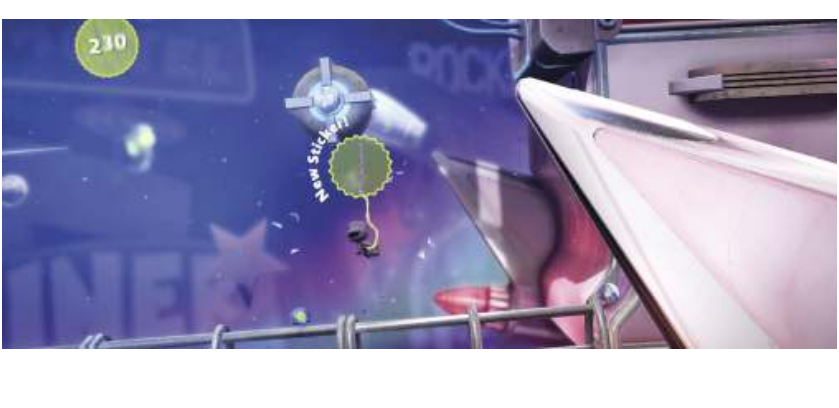
NO HEIGHT RESTRICTIONS

Head back inside from where your sack person was ejected so suddenly. The lack of gravity in here makes it a cinch to pop the Prize Bubble near the ceiling and the **Car Speedometer Decoration** inside it.



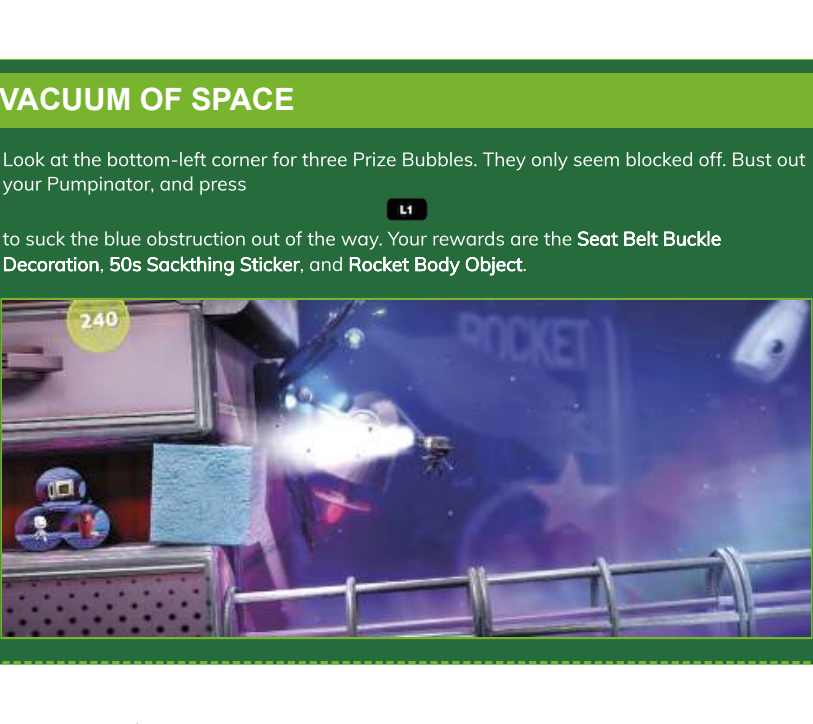
Float upward, where two Prize Bubbles sit perfectly at rest. Disrupt their static existence by popping them for their **Straight Chrome Piece Decoration** and **Pink Rollerskate Object**. Far down below, a single Prize Bubble also bears the **Lightning Bolt 3 Sticker**.





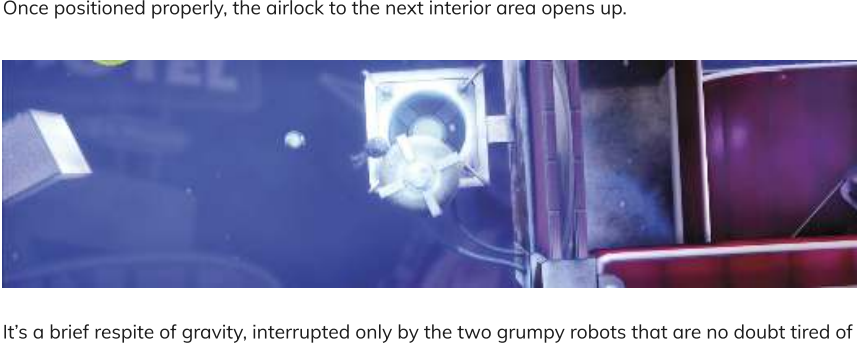
VACUUM OF SPACE

Look at the bottom-left corner for three Prize Bubbles. They only seem blocked off. Bust out your Pumpinator, and press L1 to suck the blue obstruction out of the way. Your rewards are the **Seat Belt Buckle Decoration**, **50s Sackthing Sticker**, and **Rocket Body Object**.



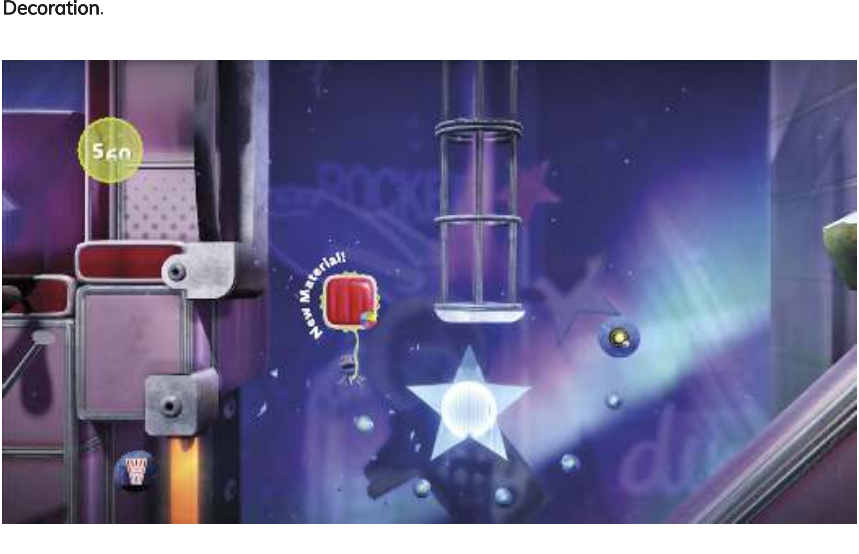
Power Distribution

There's a loose power cell floating about. Grab onto its spongy parts to drag it into the receiver. Once positioned properly, the airlock to the next interior area opens up.



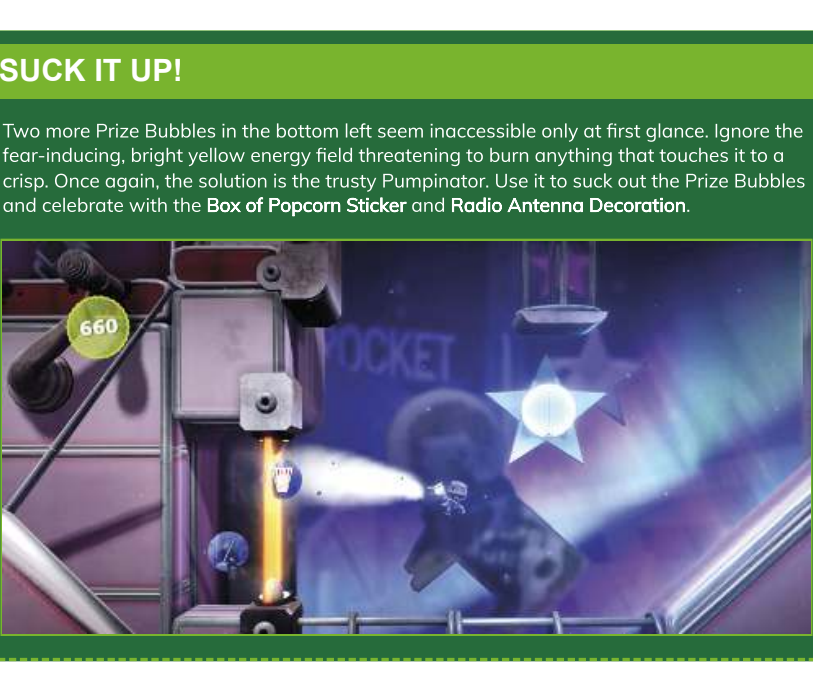
It's a brief respite of gravity, interrupted only by the two grumpy robots that are no doubt tired of patrolling this derelict space wreck. Pop their brains, and head out the next airlock into more weightlessness.

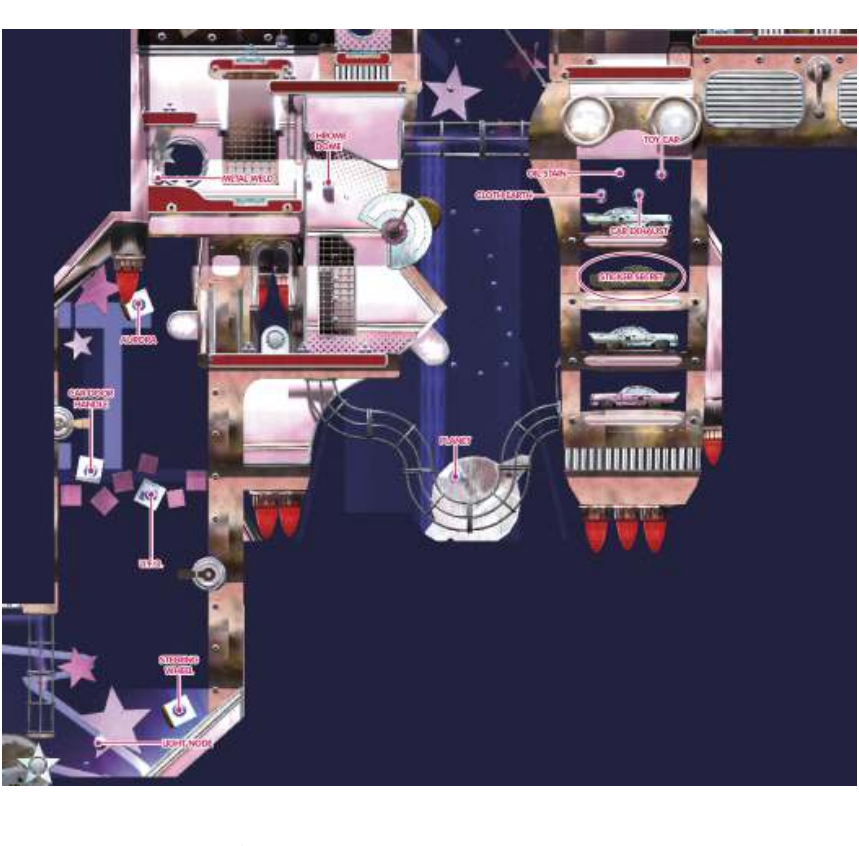
Float through the Prize Bubble just outside the airlock for the **Coloured Leather Material**. Drift down to the other side of the Checkpoint for the Prize Bubble there bearing the **Light Node Decoration**.



SUCK IT UP!

Two more Prize Bubbles in the bottom left seem inaccessible only at first glance. Ignore the fear-inducing, bright yellow energy field threatening to burn anything that touches it to a crisp. Once again, the solution is the trusty Pumpinator. Use it to suck out the Prize Bubbles and celebrate with the **Box of Popcorn Sticker** and **Radio Antenna Decoration**.

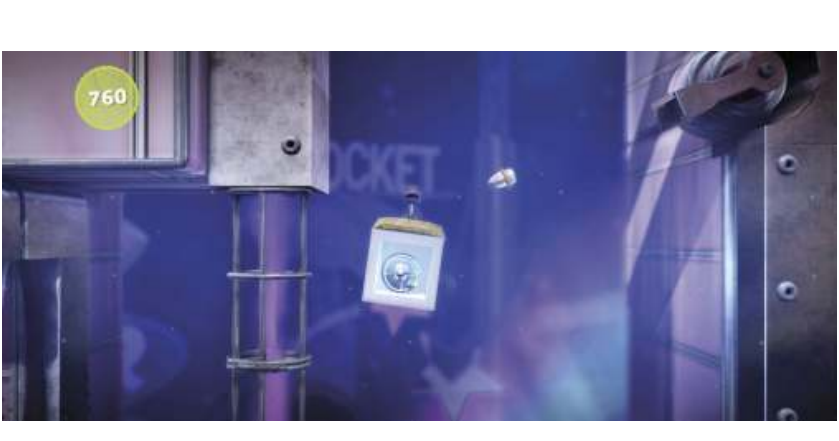


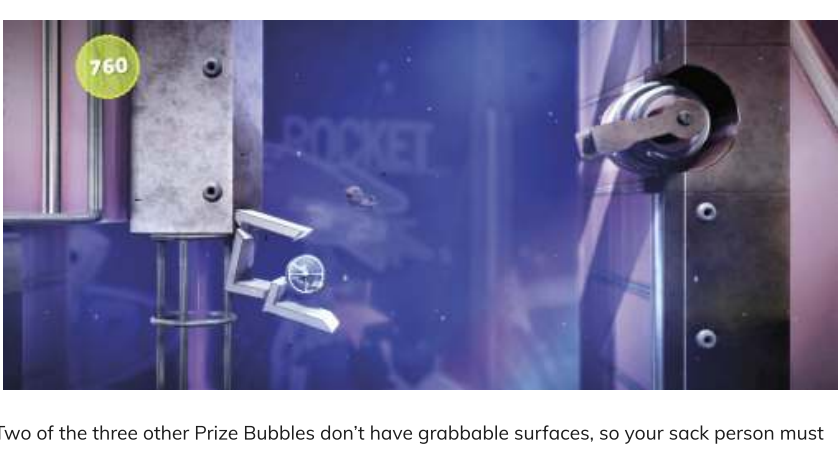


Cooperative Crossfire

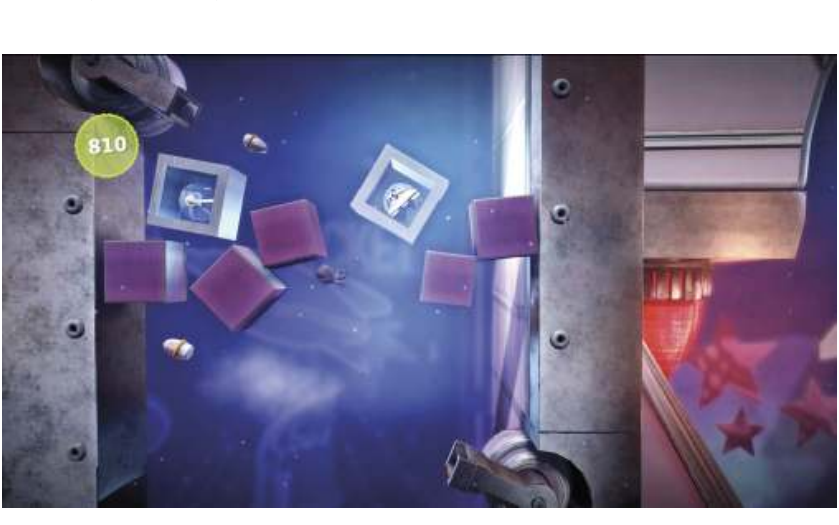
The path up and ahead is especially cluttered with chunks of cubed debris. Amid the useless chaff bumping about is an assortment of four Prize Bubbles encased in some flimsy cardboard. The space station's defense systems are surprisingly not defunct, periodically firing explosive shells.

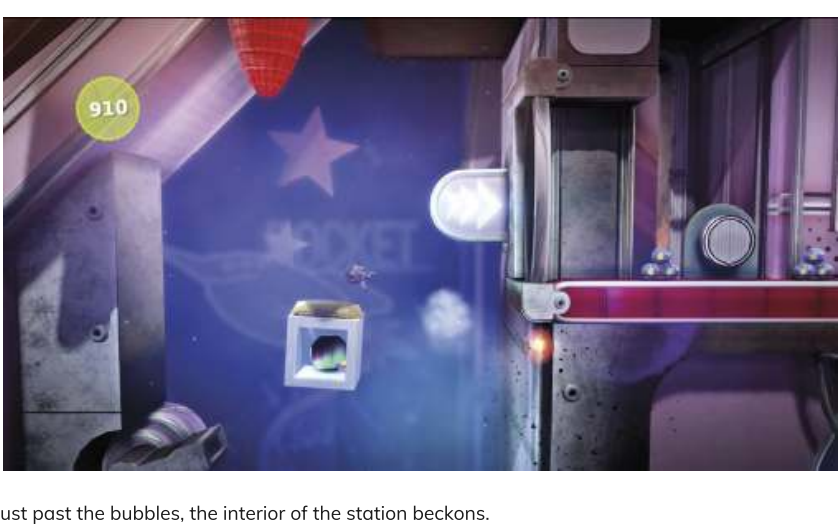
The first Prize Bubble receptacle has a bit of sponge to grab on to, which helps maneuver it into position. Move it directly in line of the cannon to blow the lid off it and reap the reward of the **Steering Wheel Decoration**.





Two of the three other Prize Bubbles don't have grabbable surfaces, so your sack person must carefully nudge them into place. Patient positioning rewards you with the **Car Door Handle Decoration**, **U.F.O. Sticker**, and **Aurora Decoration**.

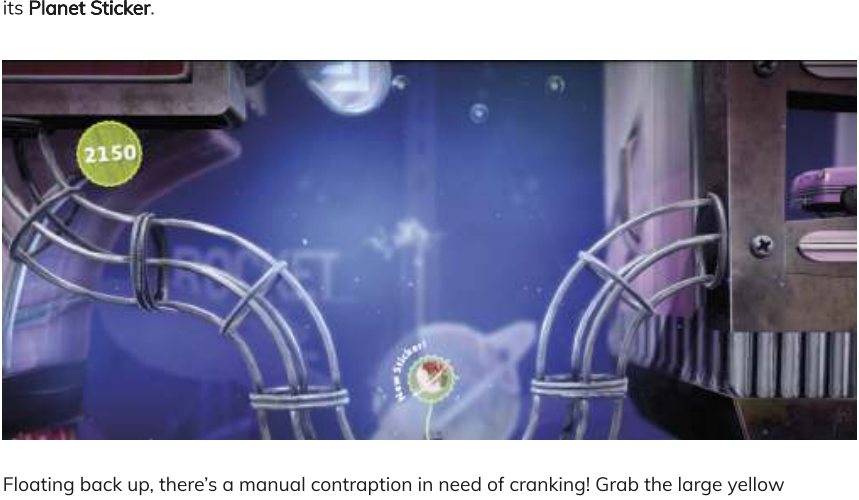




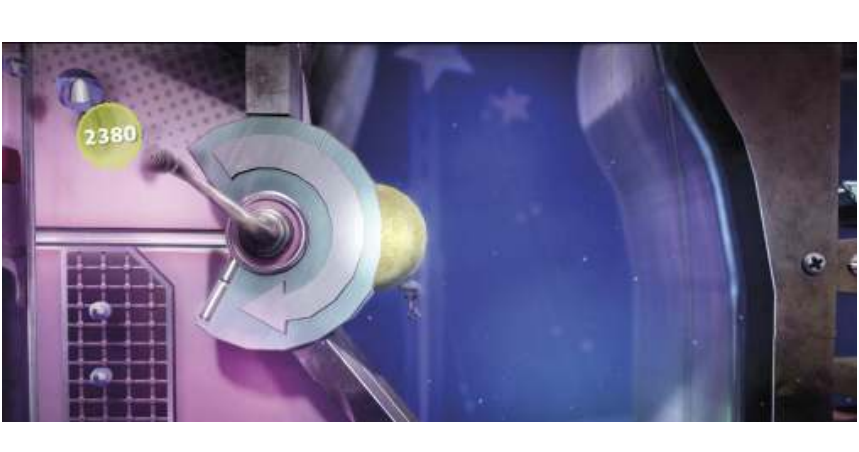
Just past the bubbles, the interior of the station beckons.

Space Age Rides

The metal grating seems like a tempting climb, but to put it to good use, you must first duck back out into space. Head to the right and out the airlock. Dip below for a Prize Bubble, and snatch up its **Planet Sticker**.

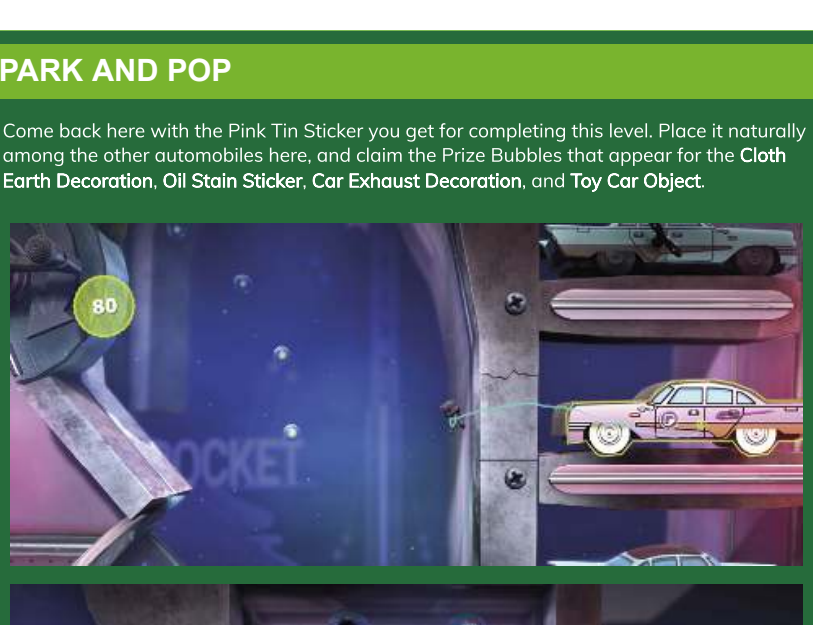


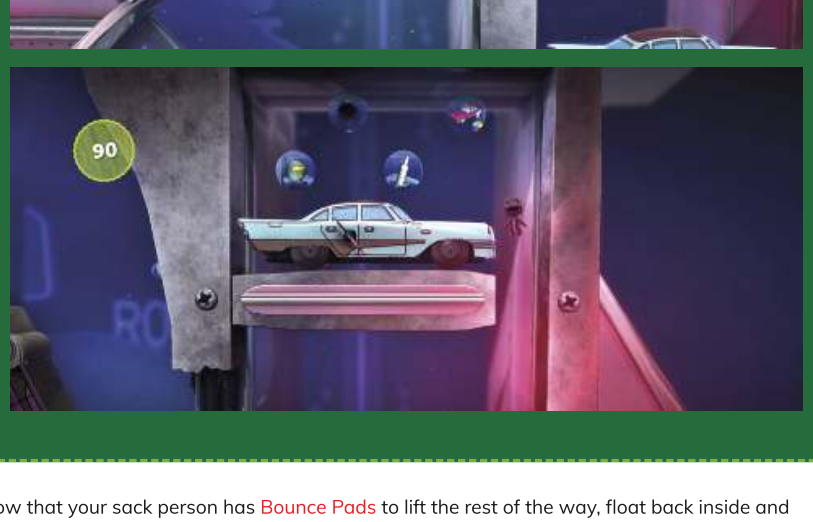
Floating back up, there's a manual contraption in need of cranking! Grab the large yellow sponge, and lock some Bounce Pads into position.



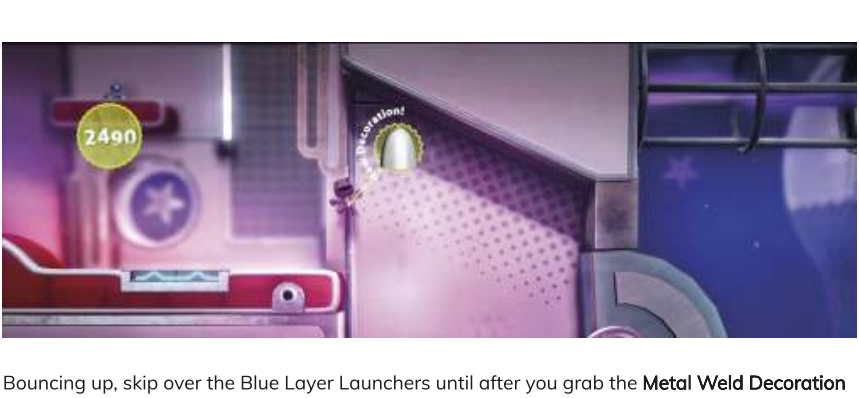
PARK AND POP

Come back here with the Pink Tin Sticker you get for completing this level. Place it naturally among the other automobiles here, and claim the Prize Bubbles that appear for the **Cloth Earth Decoration**, **Oil Stain Sticker**, **Car Exhaust Decoration**, and **Toy Car Object**.

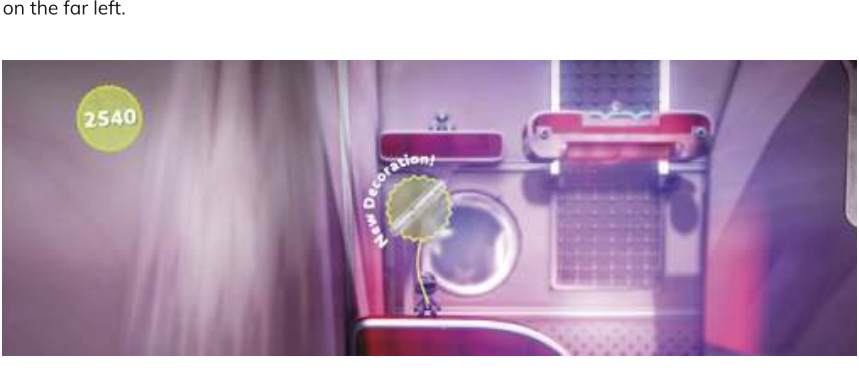




Now that your sack person has Bounce Pads to lift the rest of the way, float back inside and climb up. Pass through a Prize Bubble featuring the **Chrome Dome Decoration**.

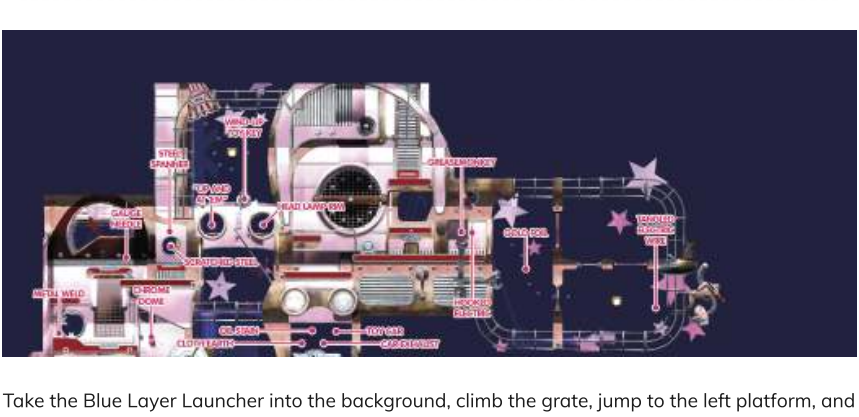


Bouncing up, skip over the Blue Layer Launchers until after you grab the **Metal Weld Decoration** on the far left.

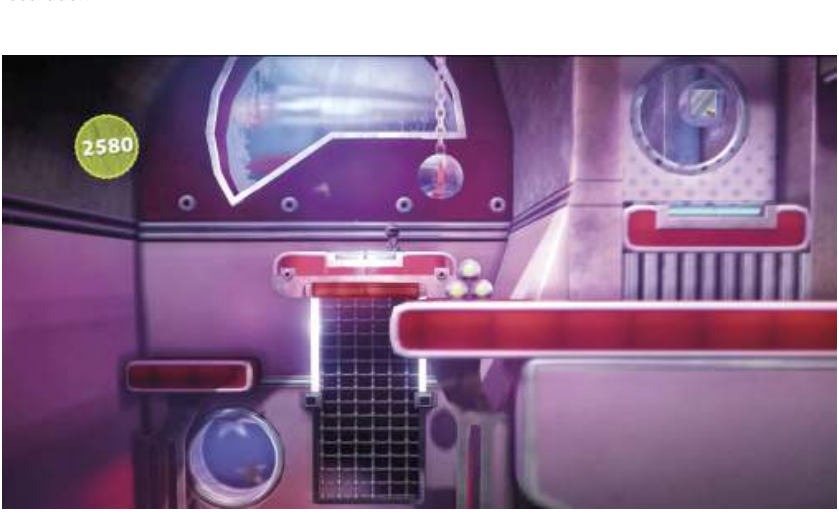


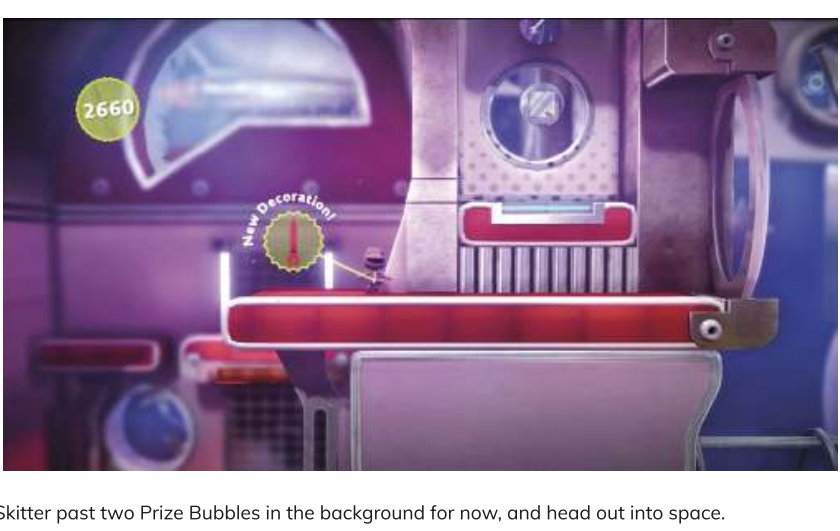
HOT, SEAMY UNDERBELLY

Choose the correct moment to launch to the grate in the background. The elevated platform that rises and falls emits deadly heat. Avoid lingering beside the part of the grate lined by white lights.



Take the Blue Layer Launcher into the background, climb the grate, jump to the left platform, and then wait for the moving platform to lower back in range. Ride it to the top, and take its Blue Layer Launcher back into the foreground and through a Prize Bubble holding the **Gauge Needle Decoration**.

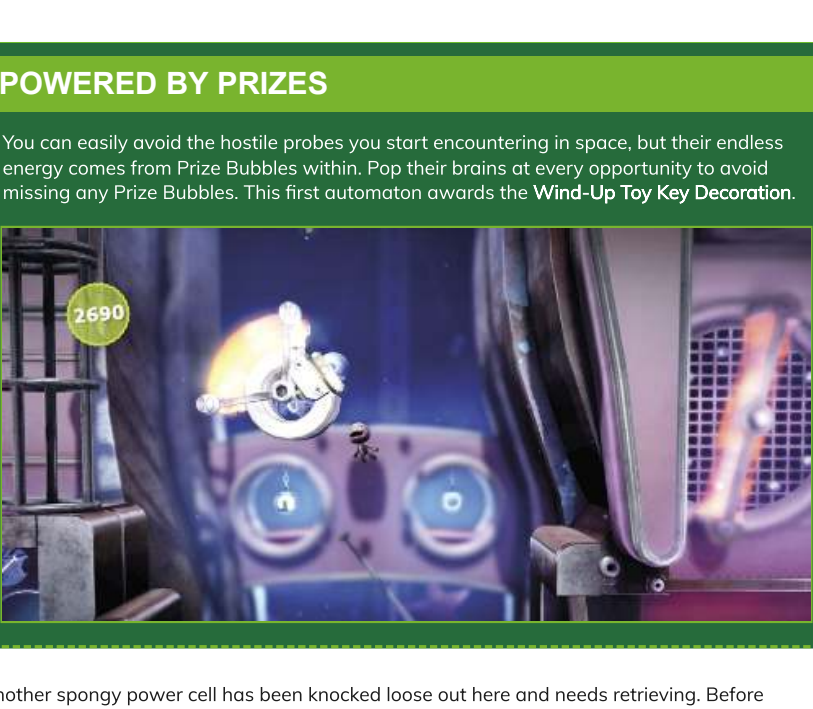




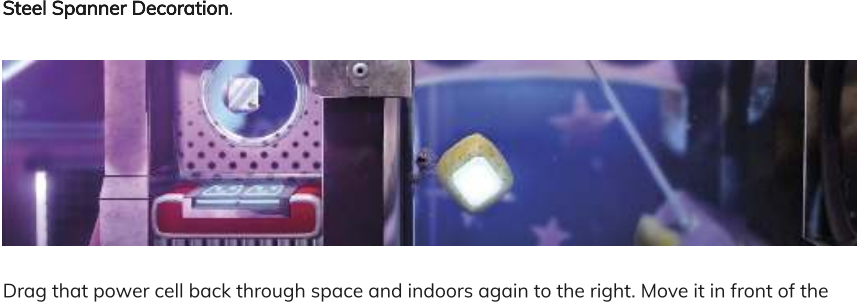
Skitter past two Prize Bubbles in the background for now, and head out into space.

POWERED BY PRIZES

You can easily avoid the hostile probes you start encountering in space, but their endless energy comes from Prize Bubbles within. Pop their brains at every opportunity to avoid missing any Prize Bubbles. This first automaton awards the **Wind-Up Toy Key Decoration**.



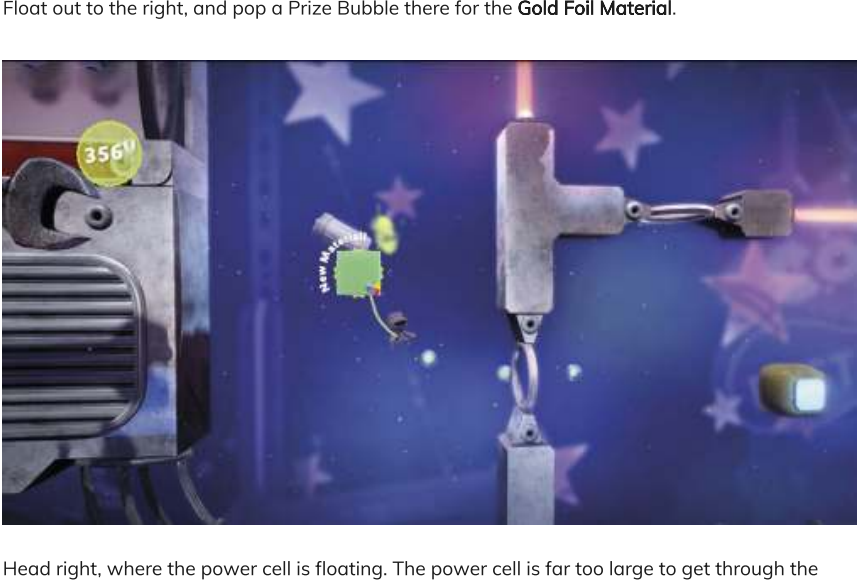
Another spongy power cell has been knocked loose out here and needs retrieving. Before relocating it to the right, bring it back to your previous location. It's just the step up you need to get your sack person atop the Blue Bounce Pads and reach the **Scratched Steel Material** and **Steel Spanner Decoration**.



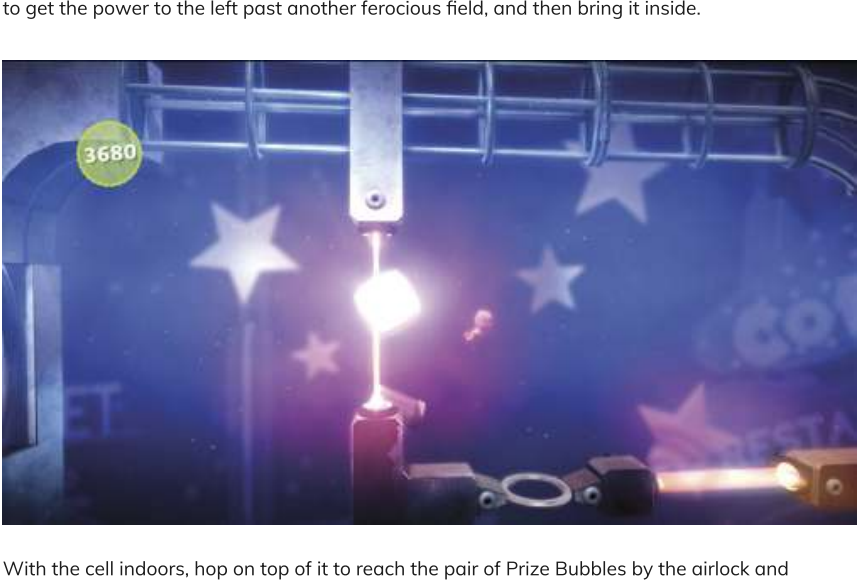
Drag that power cell back through space and indoors again to the right. Move it in front of the glowing blue outline to serve as a step up. Past the next Checkpoint is another blue outline begging for some power.

LOOPHOLE LATITUDE

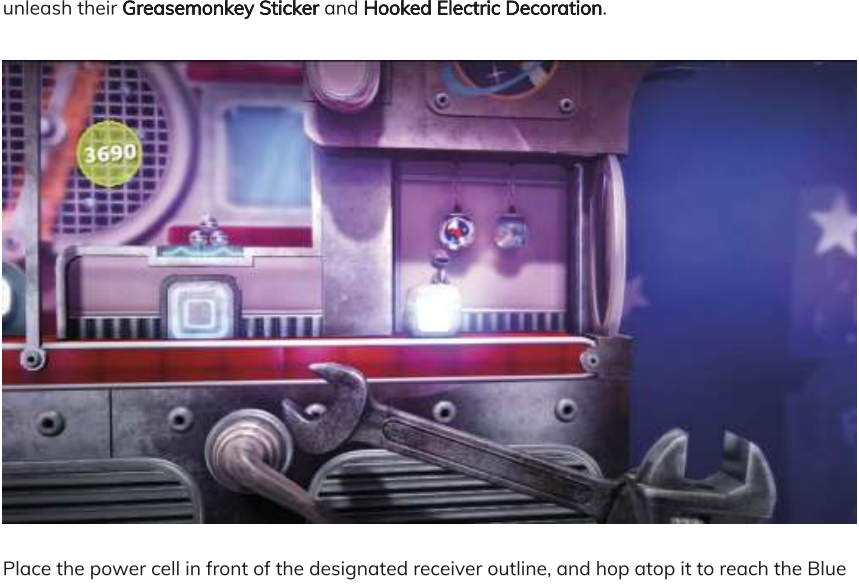
Float out to the right, and pop a Prize Bubble there for the **Gold Foil Material**.



Head right, where the power cell is floating. The power cell is far too large to get through the metal rings. But, luckily, the energy fields that are dangerous to your sack person have no effect on the stable energy source. Grab the cell and speedily "swim" up toward the field, releasing R1 at the proper moment to fling the cell past the field and into the next area. Repeat the feat to get the power to the left past another ferocious field, and then bring it inside.

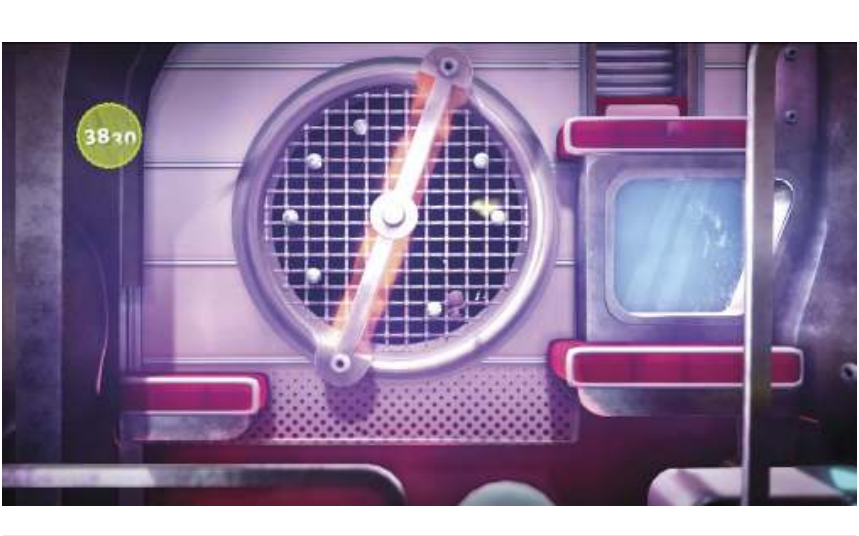


With the cell indoors, hop on top of it to reach the pair of Prize Bubbles by the airlock and unleash their **Greasemonkey Sticker** and **Hooked Electric Decoration**.



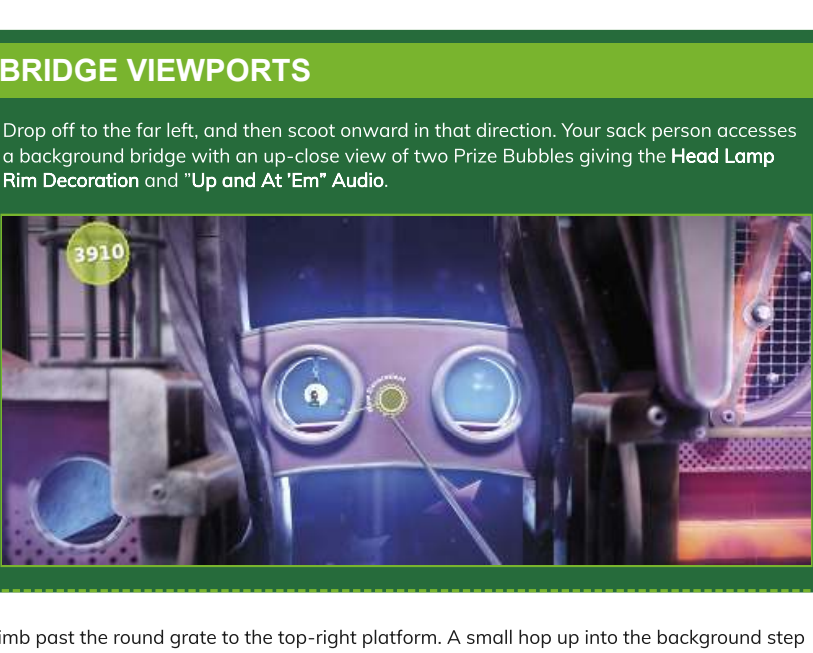
Place the power cell in front of the designated receiver outline, and hop atop it to reach the Blue Layer Launchers.

A spinning bar of unchecked plasma energy makes the next metal grate a tough climb. Time your jump and climb to move in the wake of the deadly surface's spinning.

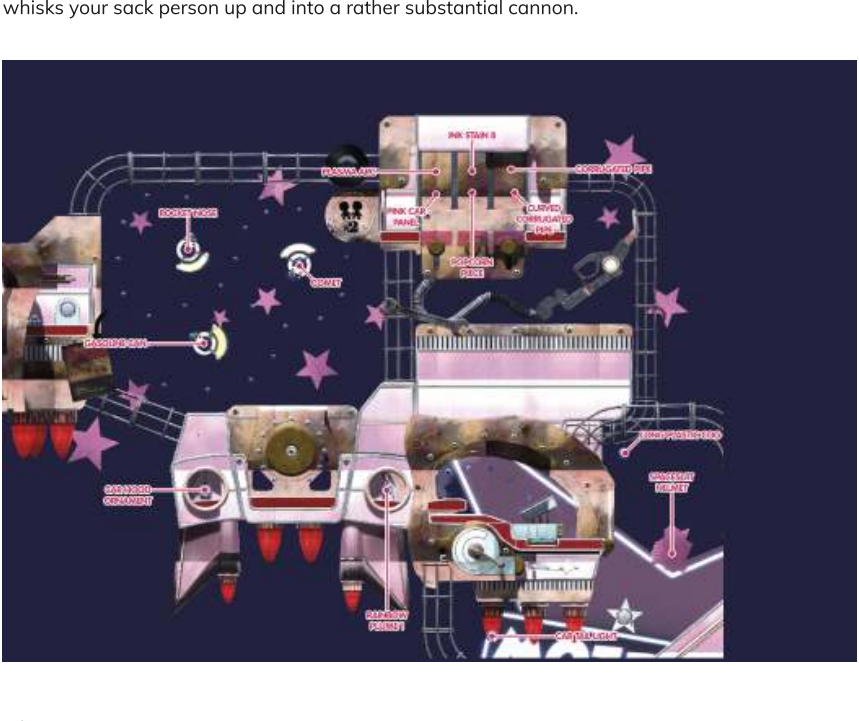


BRIDGE VIEWPORTS

Drop off to the far left, and then scoot onward in that direction. Your sack person accesses a background bridge with an up-close view of two Prize Bubbles giving the **Head Lamp Rim Decoration** and **"Up and At 'Em" Audio**.

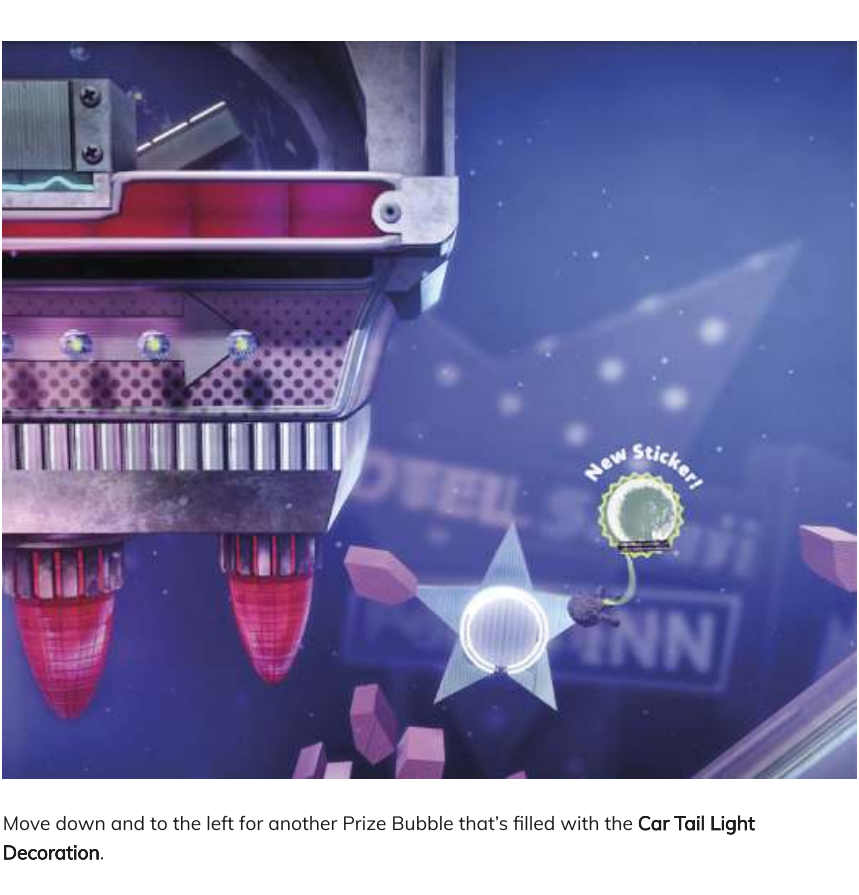


Climb past the round grate to the top-right platform. A small hop up into the background step whisks your sack person up and into a rather substantial cannon.

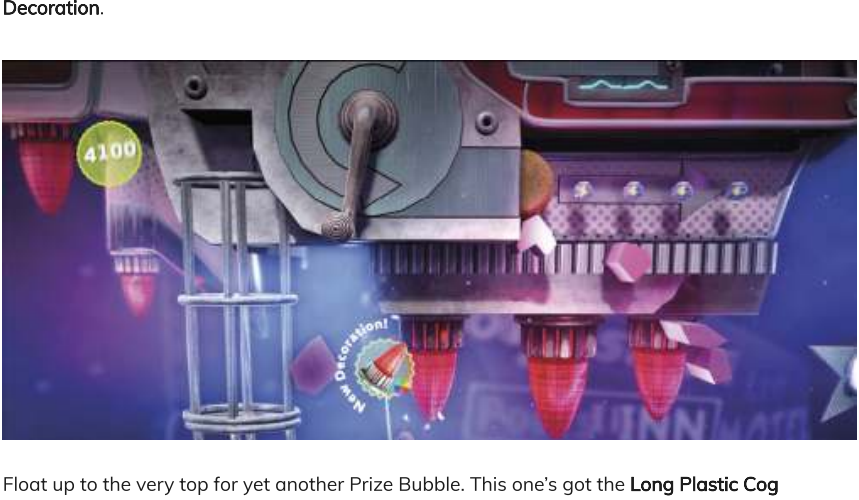


Fire Away! Far Away!

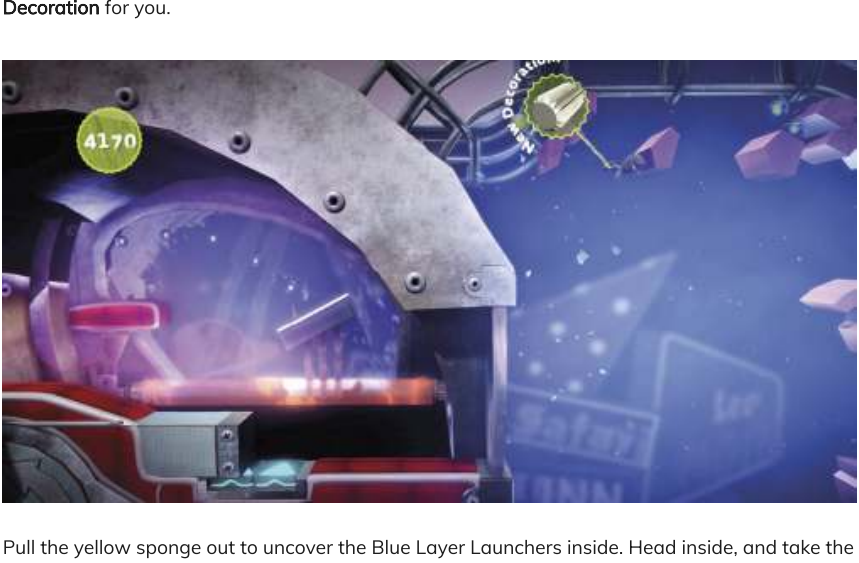
Space elevators are one thing, but this is one wacky way to get around! Your sack person careens through space until making safe contact with a flimsy cardboard chunk. The impact ruptures it into pieces and reveals a Prize Bubble with the **Spacesuit Helmet Sticker** inside.



Move down and to the left for another Prize Bubble that's filled with the **Car Tail Light Decoration**.

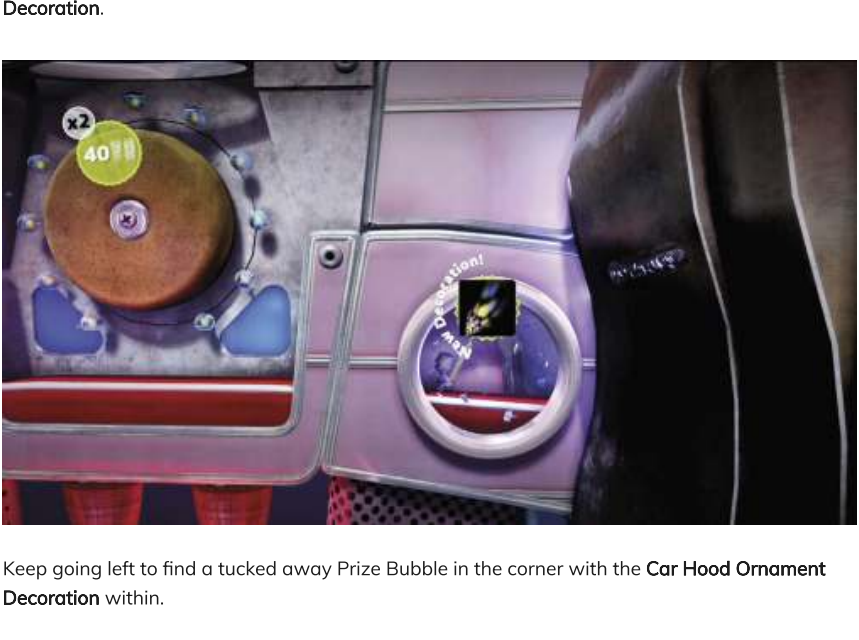


Float up to the very top for yet another Prize Bubble. This one's got the **Long Plastic Cog Decoration** for you.

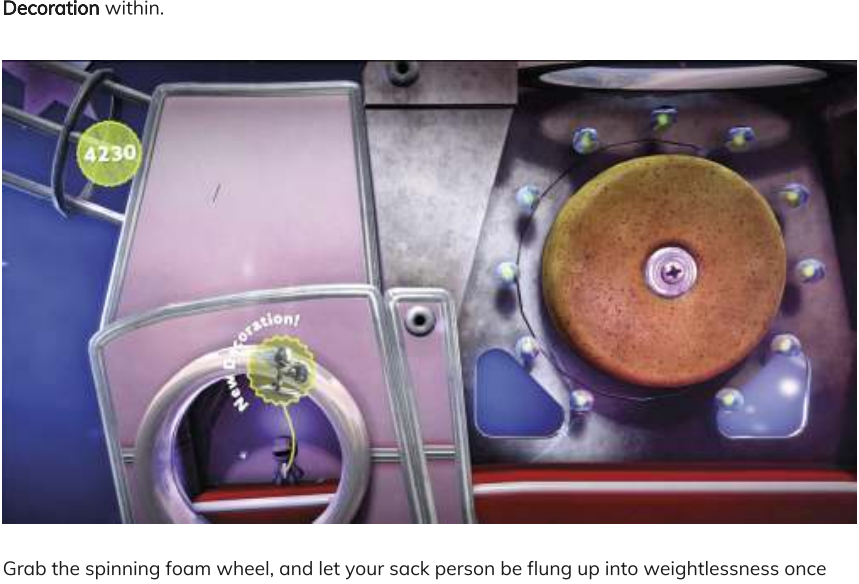


Pull the yellow sponge out to uncover the Blue Layer Launchers inside. Head inside, and take the Blue Layer Launchers before the cover slips back into place. The background Bounce Pads there deposit your sack person gently on the ground again.

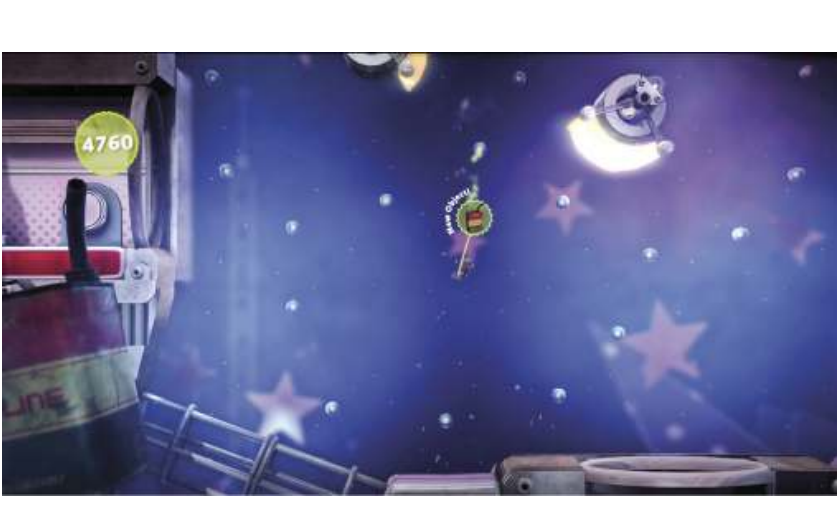
Head a little to the left, and pop the Prize Bubble in the viewport to claim its **Rainbow Plume 1 Decoration**.

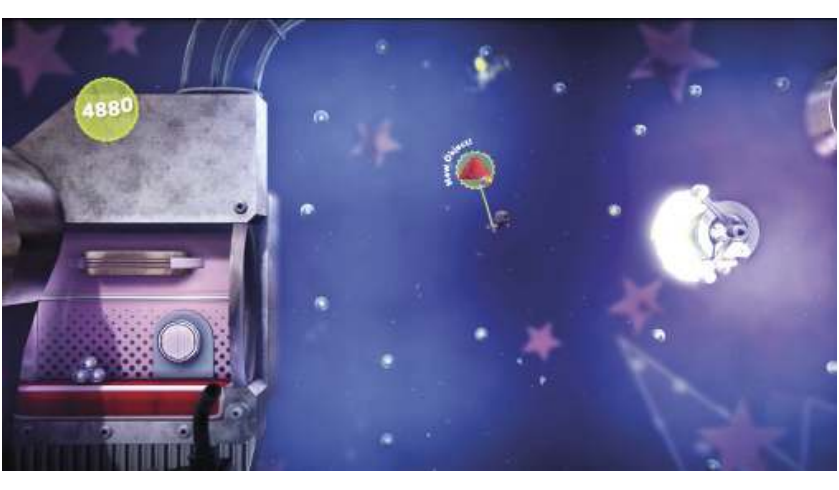


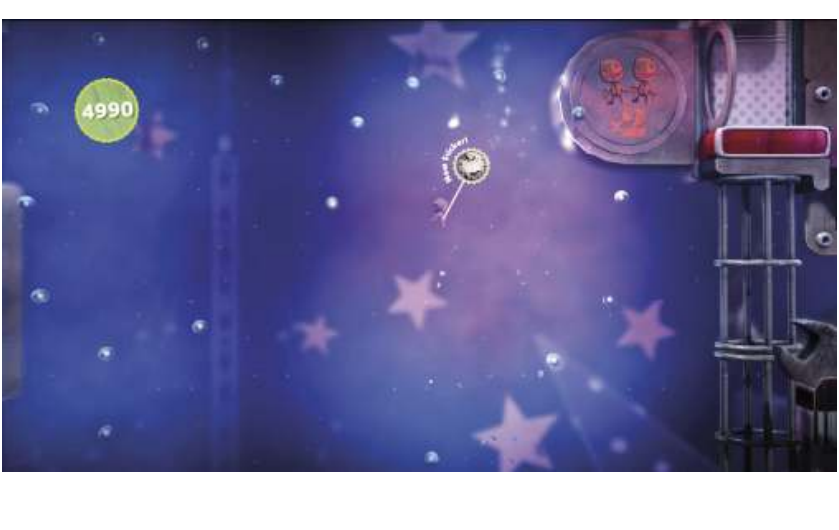
Keep going left to find a tucked away Prize Bubble in the corner with the **Car Hood Ornament Decoration** within.



Grab the spinning foam wheel, and let your sack person be flung up into weightlessness once again. Three roving robots threaten here, but neutralizing each one produces the **Gasoline Can Object**, **Rocket Nose Object**, and **Comet Sticker**.

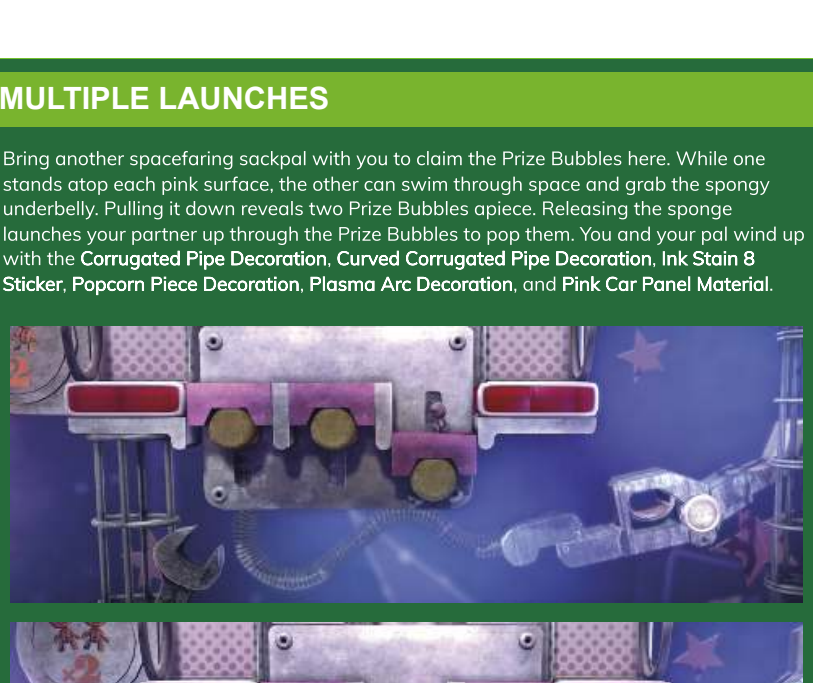


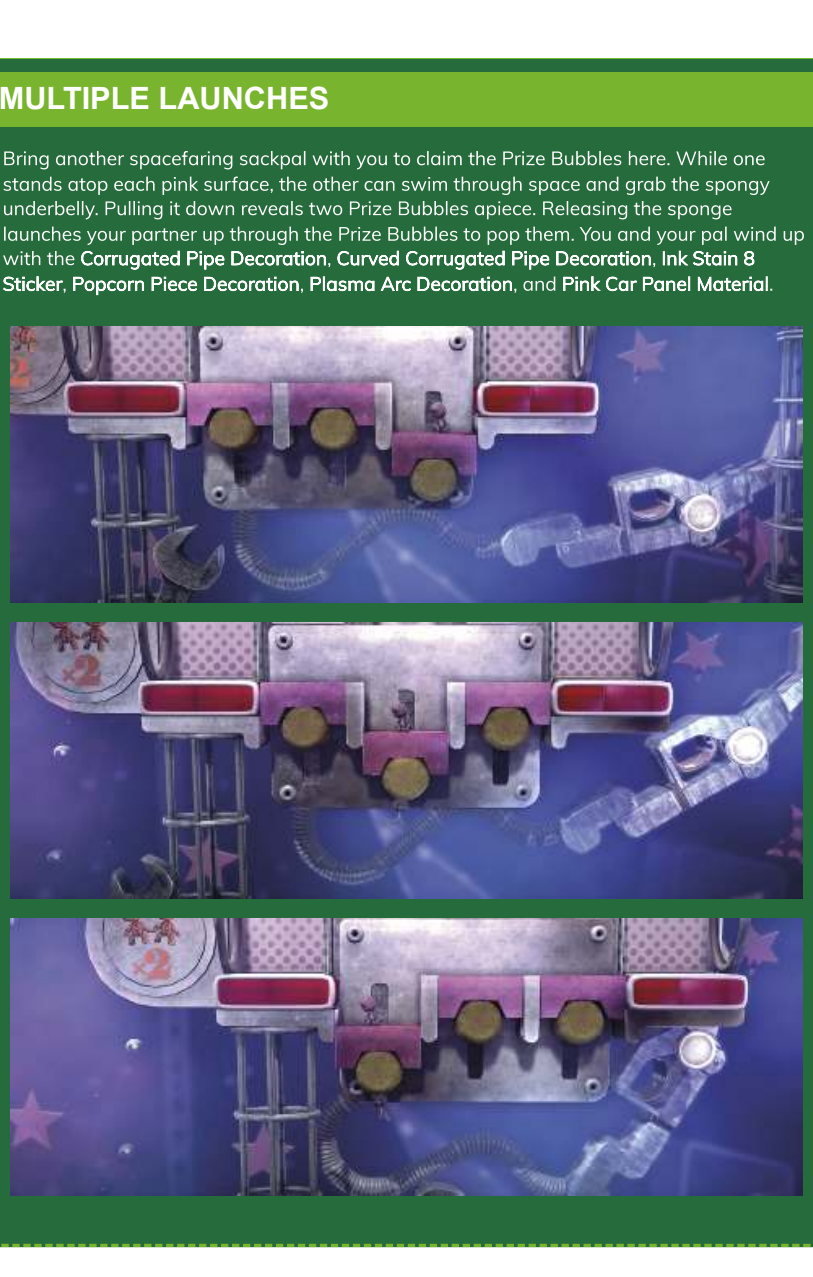


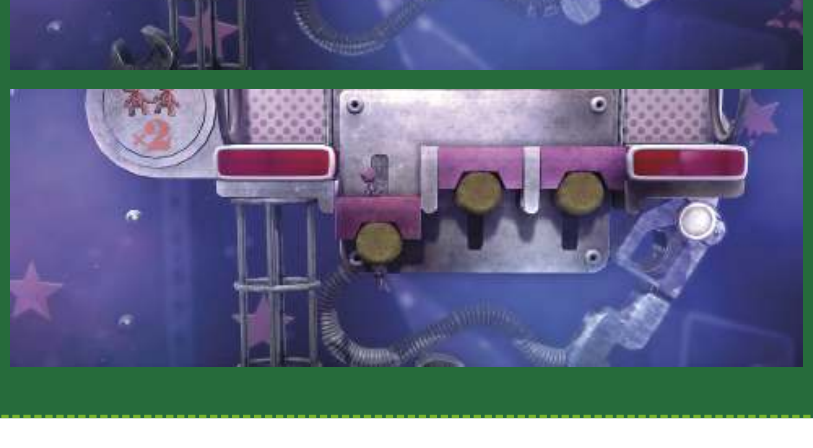


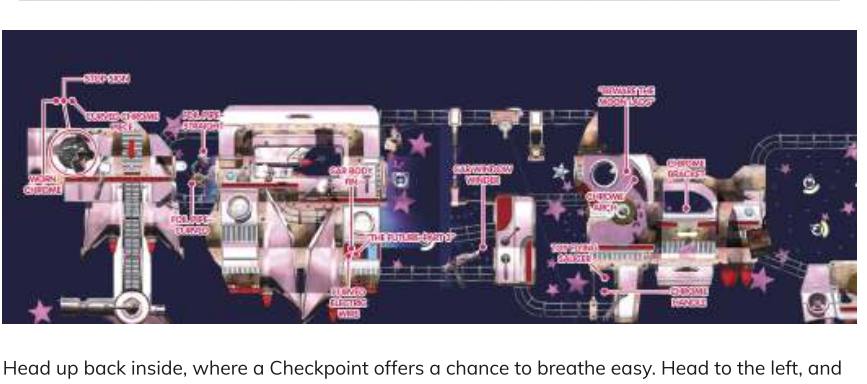
MULTIPLE LAUNCHES

Bring another spacefaring sackpal with you to claim the Prize Bubbles here. While one stands atop each pink surface, the other can swim through space and grab the spongy underbelly. Pulling it down reveals two Prize Bubbles apiece. Releasing the sponge launches your partner up through the Prize Bubbles to pop them. You and your pal wind up with the **Corrugated Pipe Decoration**, **Curved Corrugated Pipe Decoration**, **Ink Stain 8 Sticker**, **Popcorn Piece Decoration**, **Plasma Arc Decoration**, and **Pink Car Panel Material**.



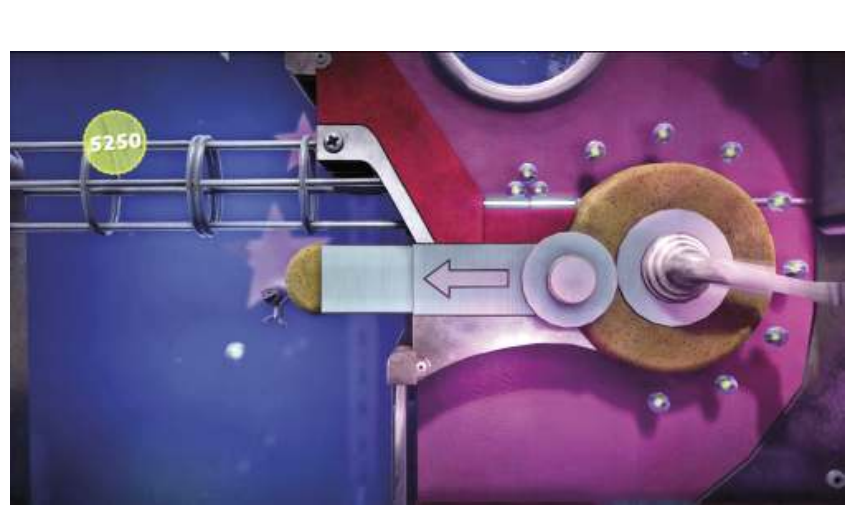


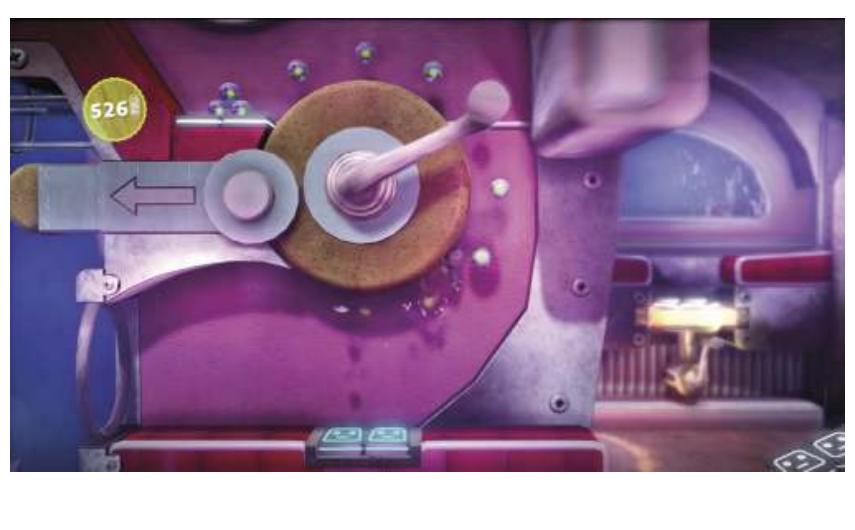




Head up back inside, where a Checkpoint offers a chance to breathe easy. Head to the left, and leap onto the Layer Launcher-topped platform to fly through the Prize Bubble en route to the foreground for the **Chrome Bracket Decoration**.

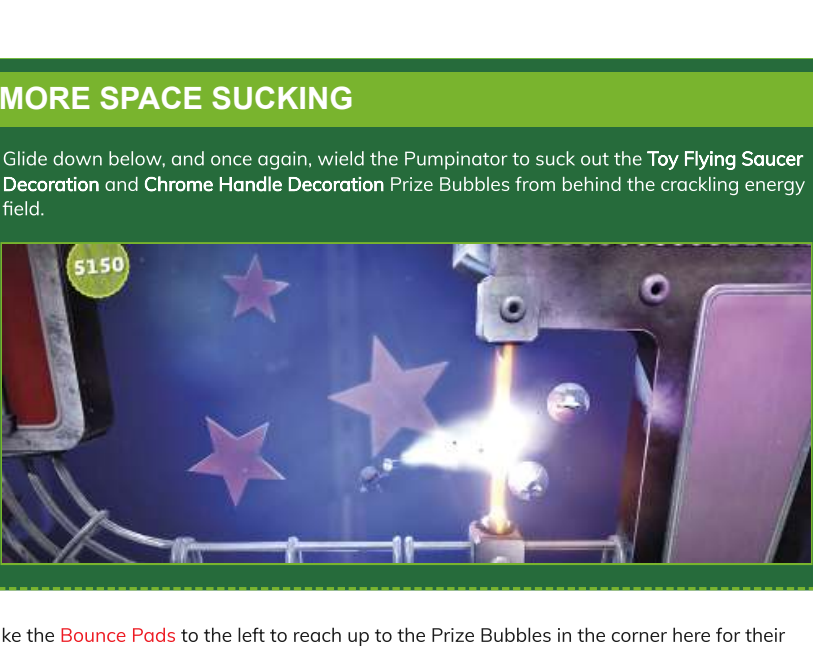
Head straight to the left and out into space. Your target is a grabbable sponge handle above. Pull it out, and the interior sponge wheel starts to spin. Move quickly! Head inside, and use the Blue Bounce Pad to propel your sack person up into grabbing range of the spinning wheel. Let it guide your sack person ever onward and upward.



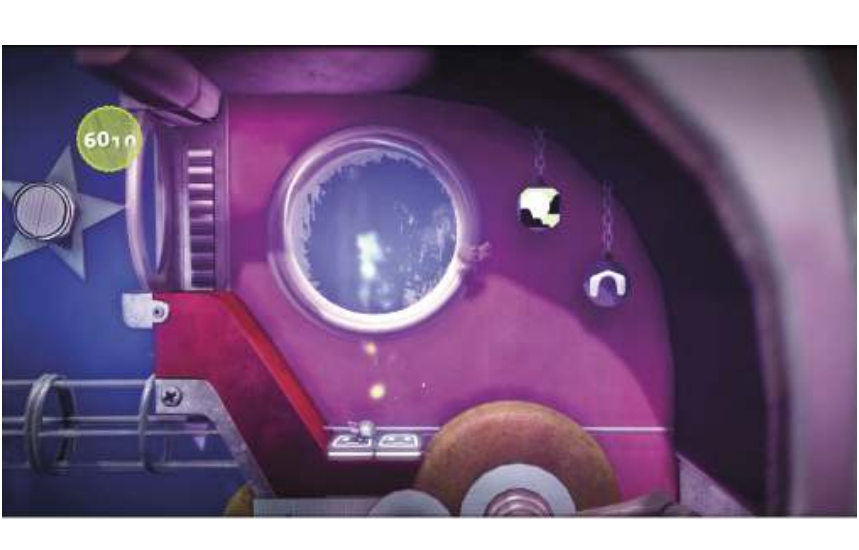


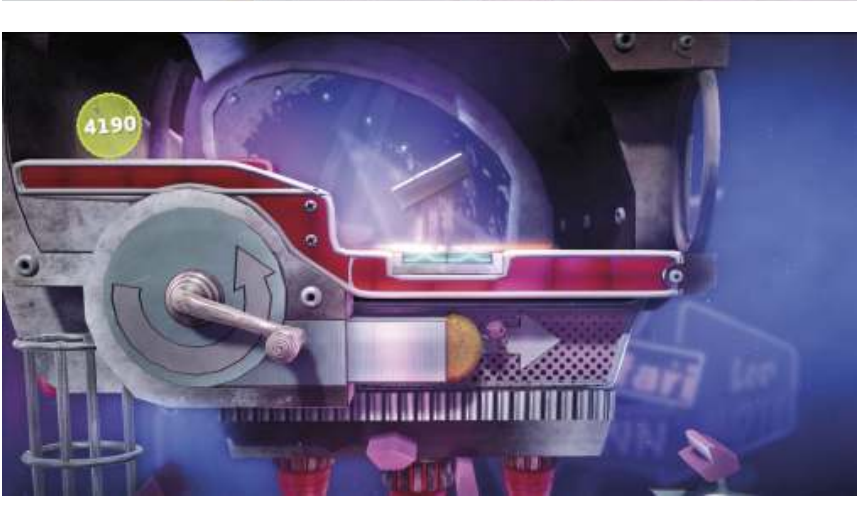
MORE SPACE SUCKING

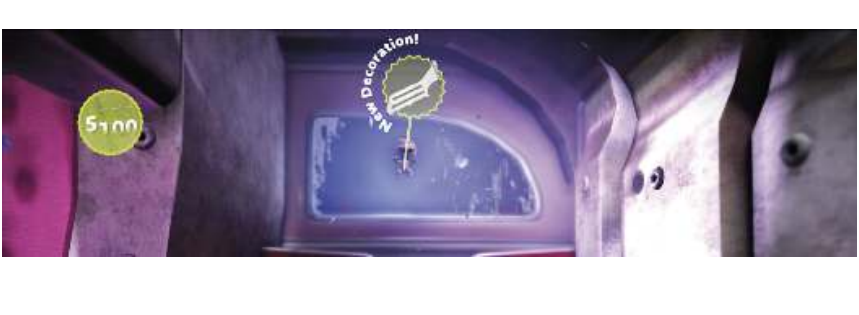
Glide down below, and once again, wield the Pumpinator to suck out the **Toy Flying Saucer Decoration** and **Chrome Handle Decoration** Prize Bubbles from behind the crackling energy field.



Take the Bounce Pads to the left to reach up to the Prize Bubbles in the corner here for their **"Beware the Moon Lads" Audio** and **Chrome Arch Decoration**.

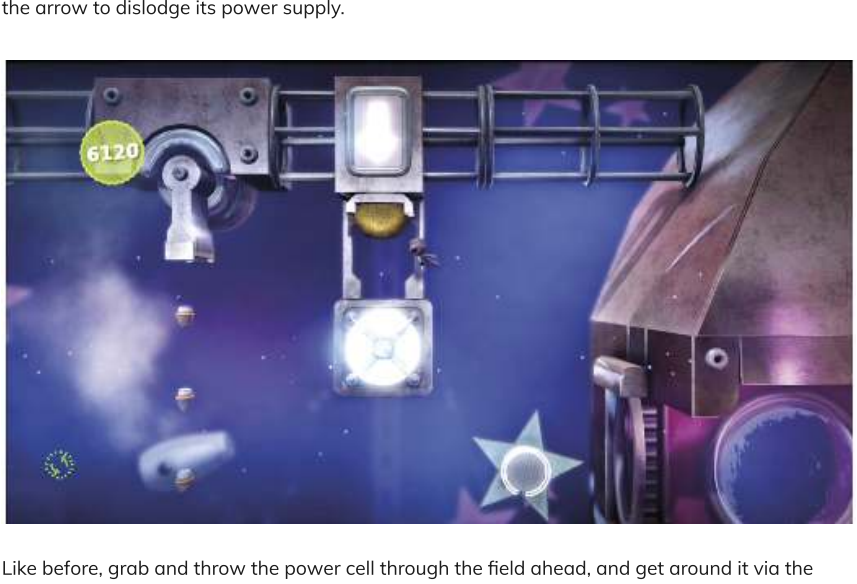




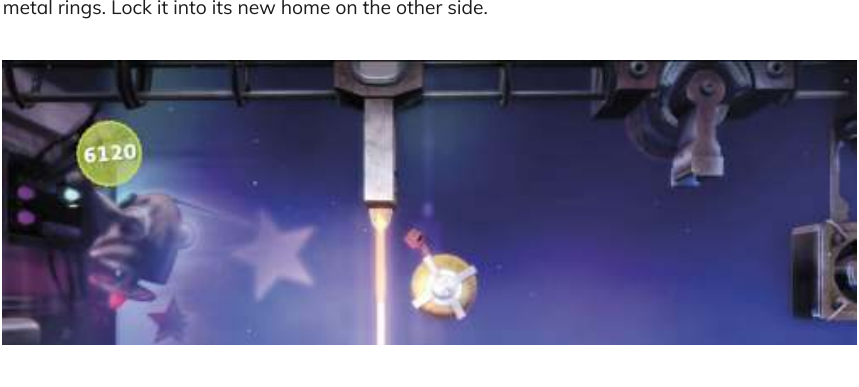


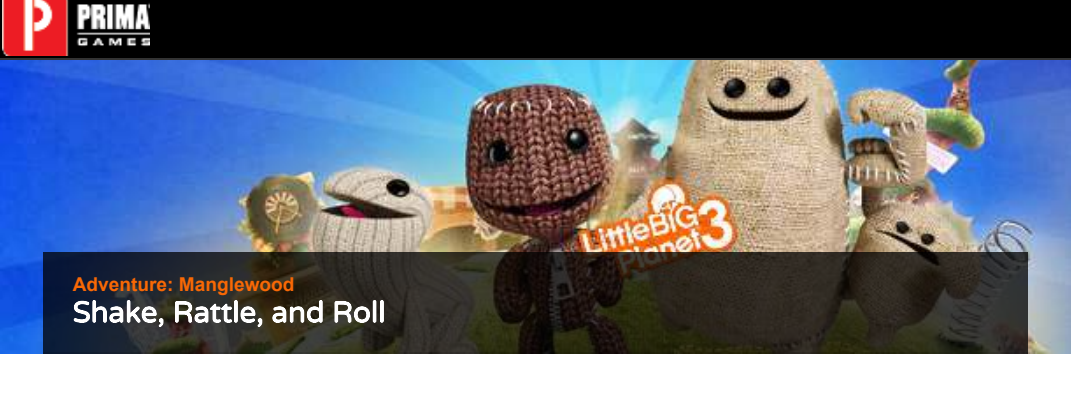
Power Cycle

Then, take the Bounce Pads again to the left and into the coldness of space. A defensive cannon is shooting an endless stream of shells. To deactivate it, pull the sponge bit down as indicated by the arrow to dislodge its power supply.



Like before, grab and throw the power cell through the field ahead, and get around it via the metal rings. Lock it into its new home on the other side.





Shake, Rattle, and Roll

Prize Bubble Pick-Ups

☑ **STICKERS**
- ☐ BLACK BUBBLES
- ☐ MONKEY ARM
- ☐ ROBOT LEG
- ☐ MONKEY HEAD
- ☐ PINK GRADIENT
- ☐ COFFEE RING
- ☐ 50S PATTERN
- ☐ ROCK 'N' ROLL
- ☐ ROBOT HEAD
- ☐ DINNER JACKET
- ☐ ROBOT ARM
- ☐ BANANA
- ☐ CHERRY CUPCAKE
- ☐ LOVE HEART CUPCAKE
- ☐ STRAWBERRY

☑ **DECORATIONS**
- ☐ JUKEBOX BASE
- ☐ BOW TIE
- ☐ JUKEBOX PANEL
- ☐ CHROME PIPE-BEND
- ☐ RECORD TONE ARM
- ☐ BANDIT MACHINE ARM
- ☐ FRIED EGG
- ☐ GOO DRIPS

☑ **AUDIO**
- ☐ "PINK SHOELACES"
- ☐ "SO FINE"
- ☐ "A FISTFUL OF DONUTS"

☑ **OBJECTS**
- ☐ SAUCER
- ☐ COFFEE CUP
- ☐ BURGER
- ☐ FEEDING TUBE–STRAIGHT
- ☐ PLASTIC CUP PATTERNED
- ☐ JUKEBOX
- ☐ SALT SHAKER
- ☐ 12" VINYL RECORD

☑ **MATERIALS**
- ☐ EMBOSSED
- ☐ NEON FRAME
- ☐ DINER TILES
- ☐ MICROPHONE GRILL
- ☐ SCUFFED METAL
- ☐ MILKSHAKE
- ☐ BLACK LEATHER PANELS

☑ **COSTUMES**
- ☐ COWBOY SHOES GIANT
- ☐ COWBOY SHOES DWARF
- ☐ COWBOY TROUSERS DWARF
- ☐ COWBOY SHIRT DWARF
- ☐ COWBOY HAIR GIANT
- ☐ COWBOY MUSTACHE GIANT
- ☐ COWBOY EYES GIANT
- ☐ COWBOY HAIR DWARF
- ☐ COWBOY EYES DWARF
- ☐ COWBOY HAIR DWARF
- ☐ COWBOY HAIR GIANT

Level Complete Gifts

☑ **STICKER**: ROLLERBLADE

☑ **AUDIO**: "MR. SANDMAN"

☑ **MATERIAL**: PAINTED SHEET METAL

Collected All Gifts

☑ **MATERIAL**: SHINY PLASTIC

☑ **STICKER**: SODA MASCOT

Aced Level Gifts

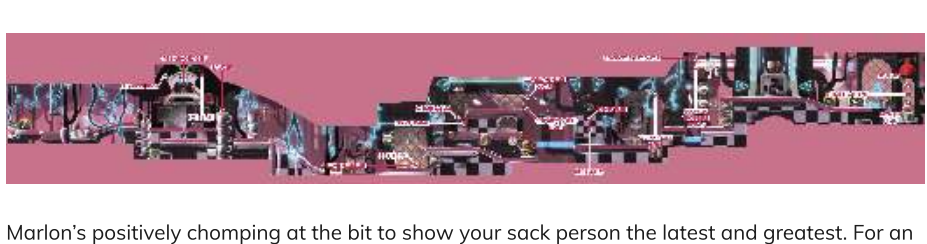
☑ **STICKER**: COLOURED LEATHER-LINED

☑ **AUDIO**: "BANANA BOX"

☑ **MATERIAL**: MUSTARD SPLAT

Deep space is pretty far out, but it's easy to lose track of time while drifting through the galaxy. Relaxing as weightlessness may be, there's still another marble to obtain. Back under the sway of gravity, your sack person can really appreciate being back on firm ground by cutting loose all over the swinging joint housing the third marble. Groove to some great tunes while giving the all-new Velociporter a whirl!

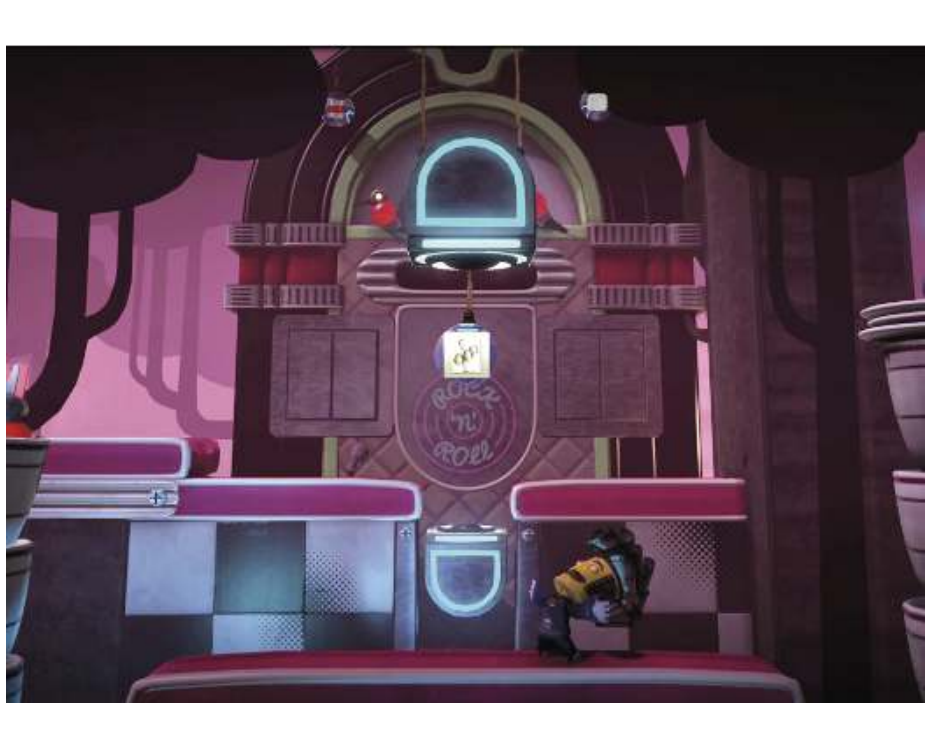
SLOW DOWN FOR NOTHING



Marlon's positively chomping at the bit to show your sack person the latest and greatest. For an otherwise out of touch retro icon, he stays surprisingly up to date on technology. Follow him to the right, where a hip new experience in teleportation awaits: the Velociporter!

Hot Stuffing, Coming Through!

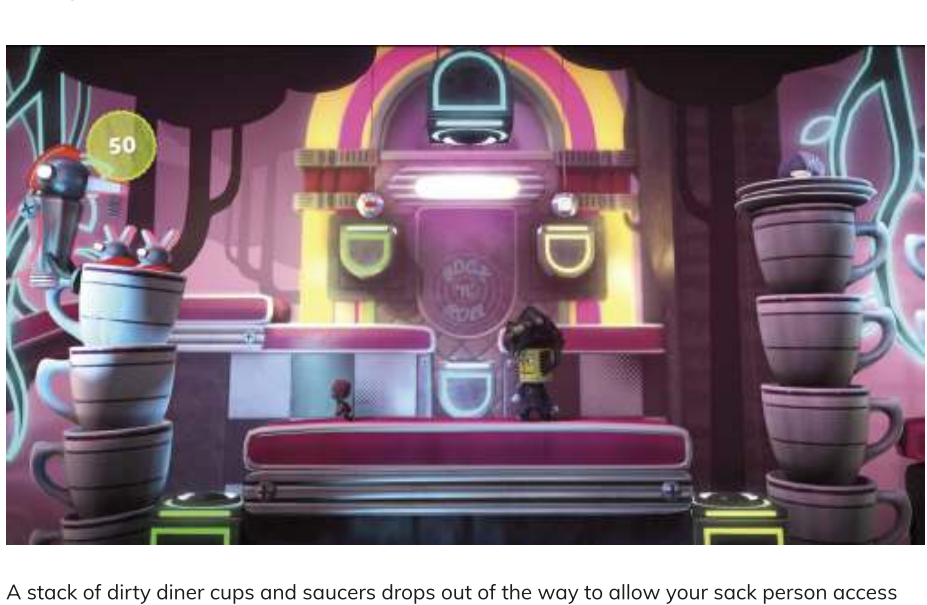
Hop down into the waiting Velociporter to have your sack person teleported into the foreground and dropped through a waiting Prize Bubble containing the **"Pink Shoelaces" Audio**.



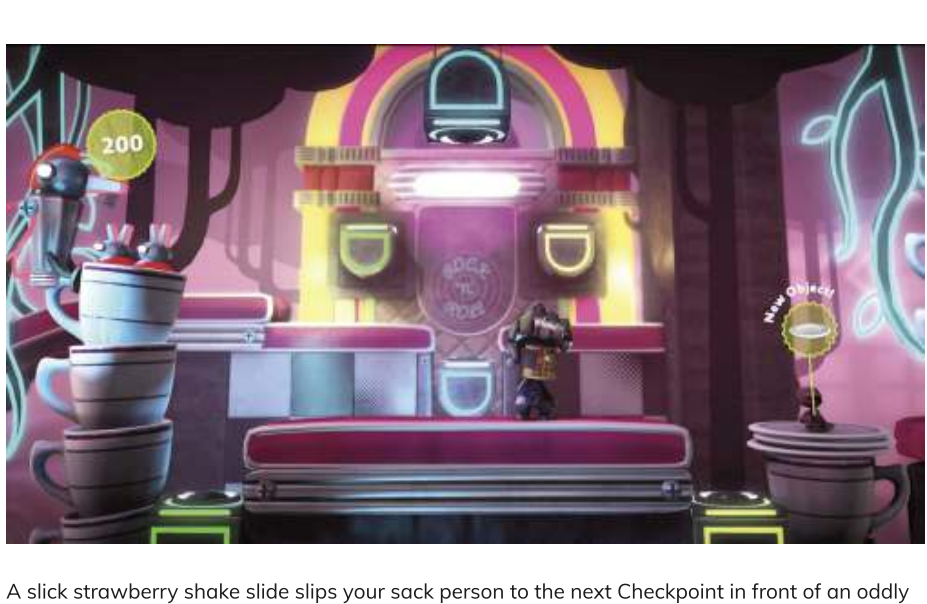
Materialize With Momentum

Think the Blink Ball's the quickest way to get around? Well, the Velociporter's got its own rockin' way of getting your sack person from points A to B. Whatever speed your sack person has going into one end is carried straight through out the other. It's a great way to get around without slowing down.

More Velociporters slot into place. Drop down the green Velociporter on the left side to emerge in the background, being shot upward through a Prize Bubble and receiving the **Jukebox Base Decoration** in the process. Drop down the yellow Velociporter on the right to repeat the feat, and pop the Prize Bubble holding the **Embossed Material** before returning to the foreground through the original Velociporter.

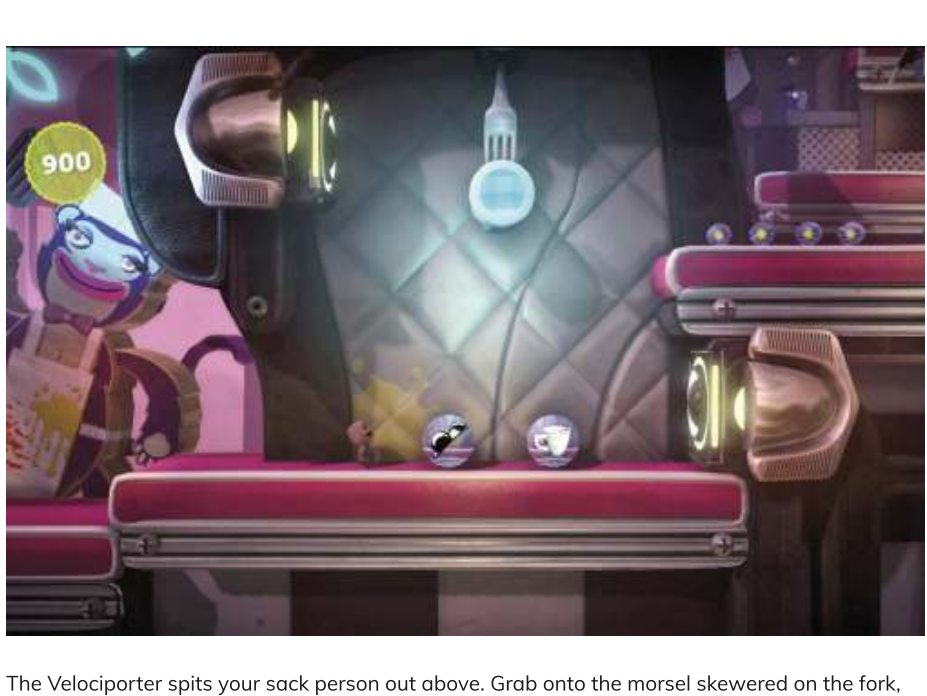


A stack of dirty diner cups and saucers drops out of the way to allow your sack person access onward. Pop the Prize Bubble atop them for the **Saucer Object** as you sally forth.

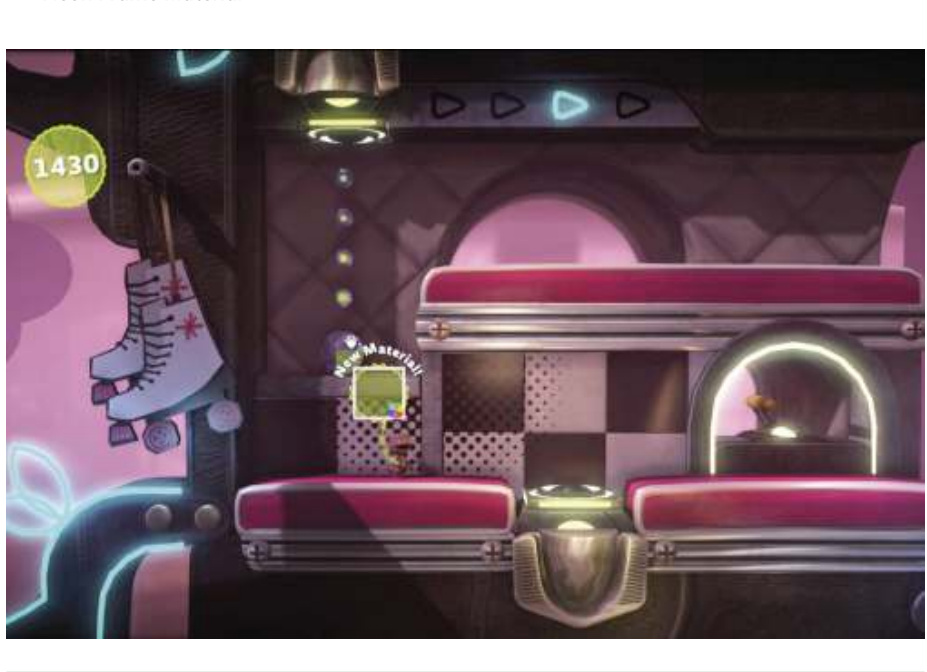


A slick strawberry shake slide slips your sack person to the next Checkpoint in front of an oddly gleeful short-order monkey cook. (That is, he's a monkey that cooks rather than a cook who specializes in monkeys.)

Sprint rightward, through two Prize Bubbles, and move headlong into a Velociporter. Your Popit now has the **Black Bubbles Sticker** and **Coffee Cup Object**.

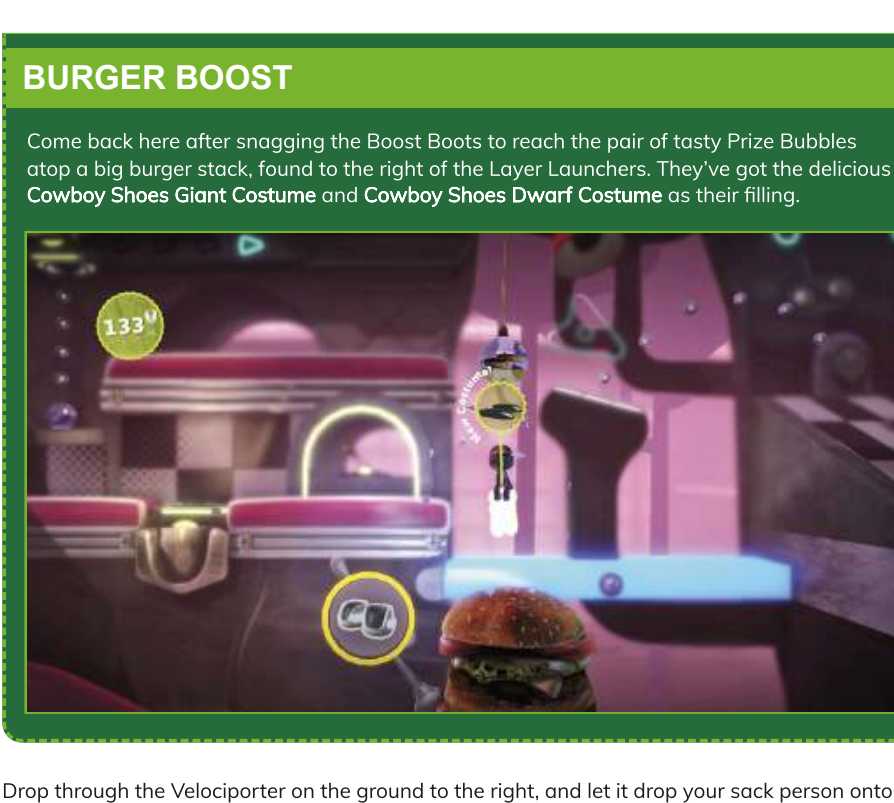


The Velociporter spits your sack person out above. Grab onto the morsel skewered on the fork, and use it to swing onto the platform ahead. Layer Launchers are leading onward, farther into the diner. Flying between the layers, line up your sack person to pop the Prize Bubble bearing the **Neon Frame Material**.

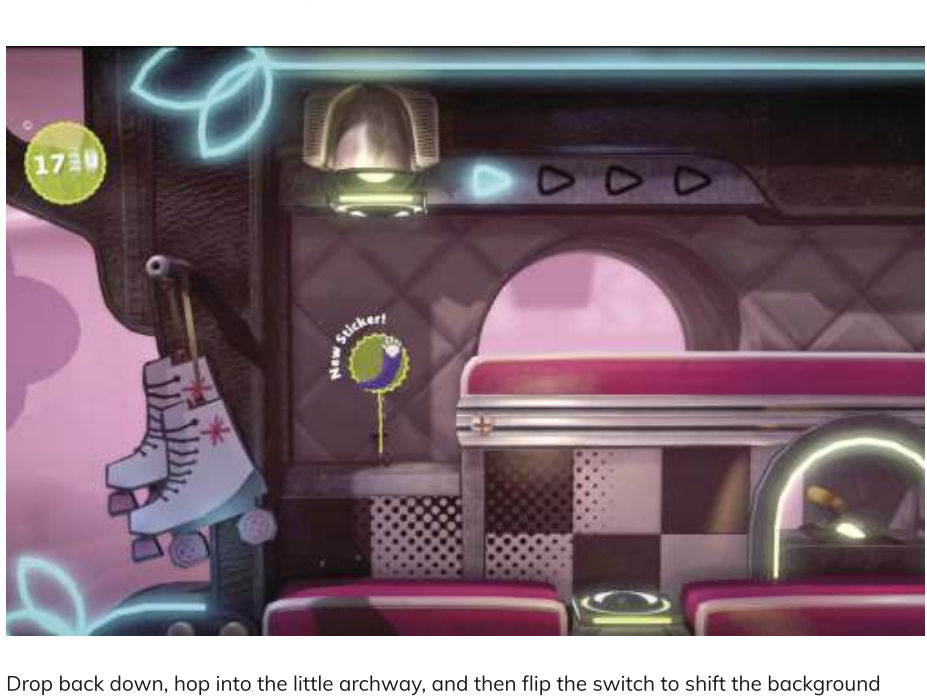


BURGER BOOST

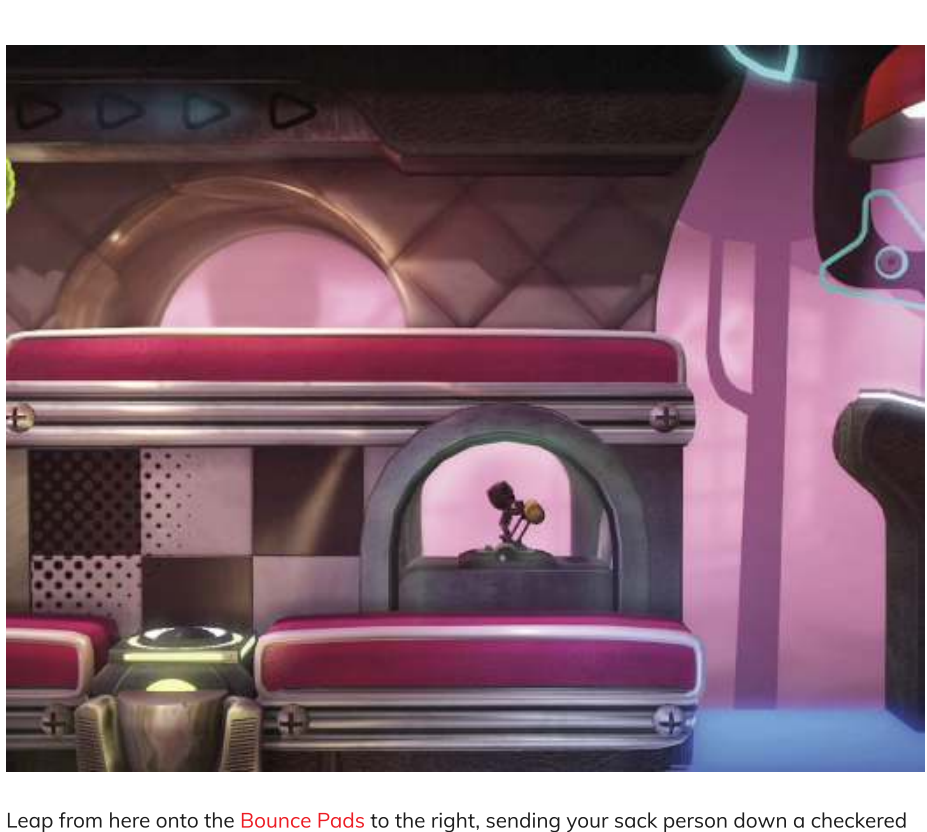
Come back here after snagging the Boost Boots to reach the pair of tasty Prize Bubbles atop a big burger stack, found to the right of the Layer Launchers. They've got the delicious **Cowboy Shoes Giant Costume** and **Cowboy Shoes Dwarf Costume** as their filling.



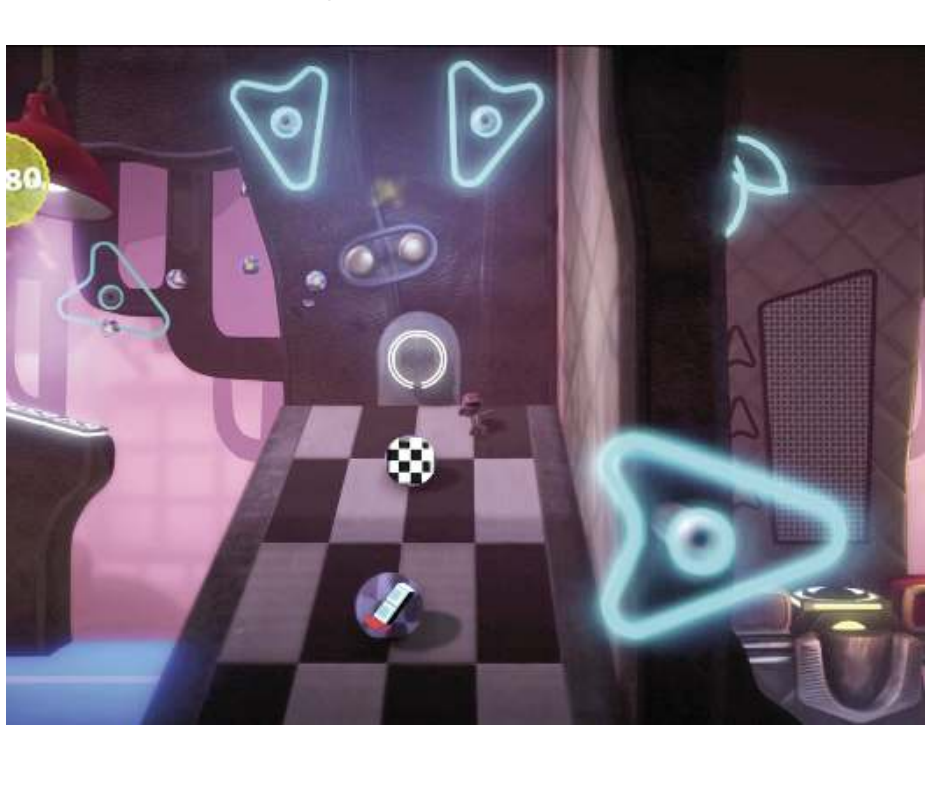
Drop through the Velociporter on the ground to the right, and let it drop your sack person onto a Prize Bubble to snag the **Monkey Arm Sticker**.



Drop back down, hop into the little archway, and then flip the switch to shift the background Velociporter over. Travel once more through the Velociporter, this time landing on the higher platform level.



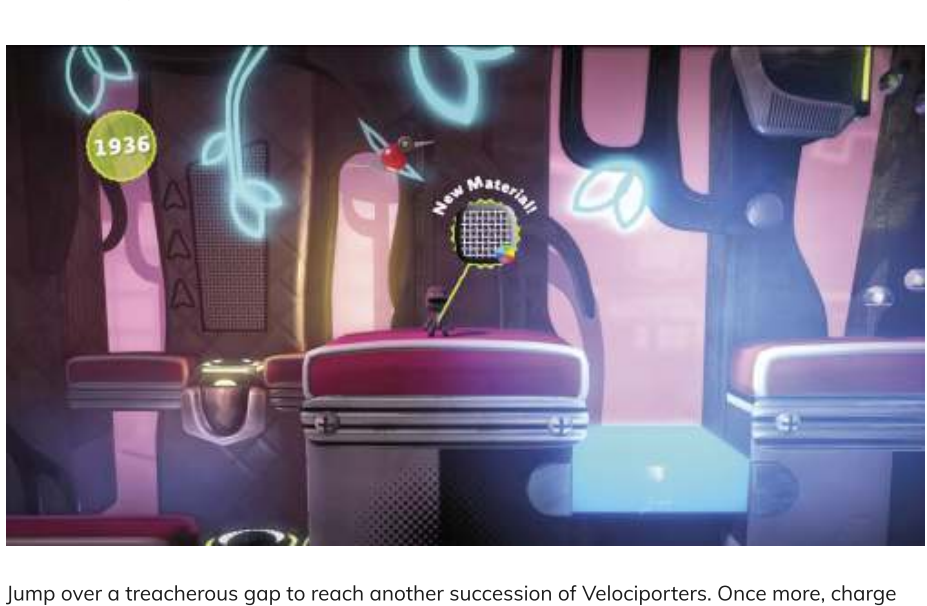
Leap from here onto the Bounce Pads to the right, sending your sack person down a checkered slide. Stay centered to pop the Prize Bubble in the middle to gain (appropriately enough) the **Diner Tiles Material** and **Robot Leg Sticker**.



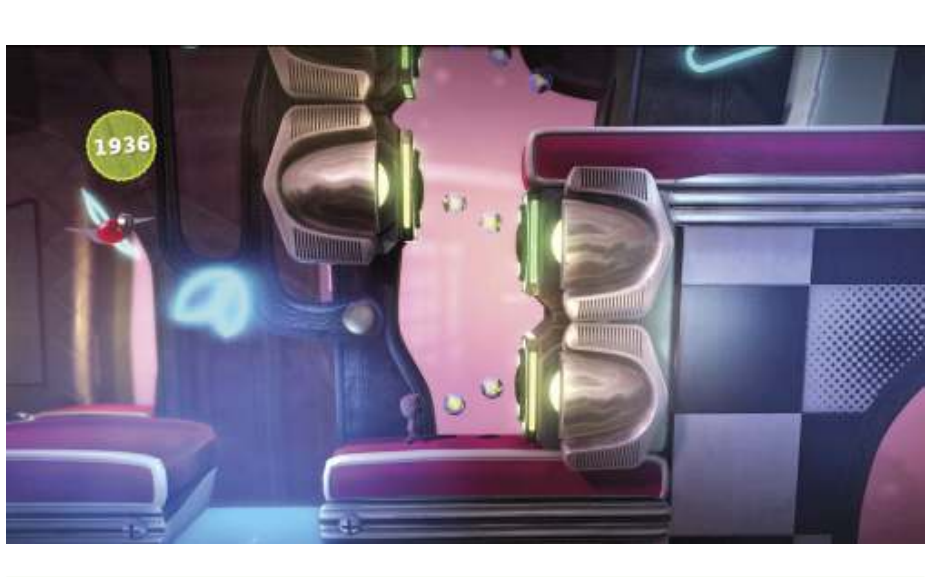
Return Trips

Since the Velociporter preserves your speed upon teleportation, your sack person naturally comes out the other side faster when going in faster. Use this to your advantage by dropping through Velociporters from greater heights to enter at higher speeds.

Plop through the Velociporter ahead, and climb up the neon-lit metal mesh on the other side. Climb to the top of the mesh and drop down to emerge back in the foreground with far more speed, enough to fly up through a Prize Bubble holding the **Microphone Grill Material** and up to the previously inaccessible platform.

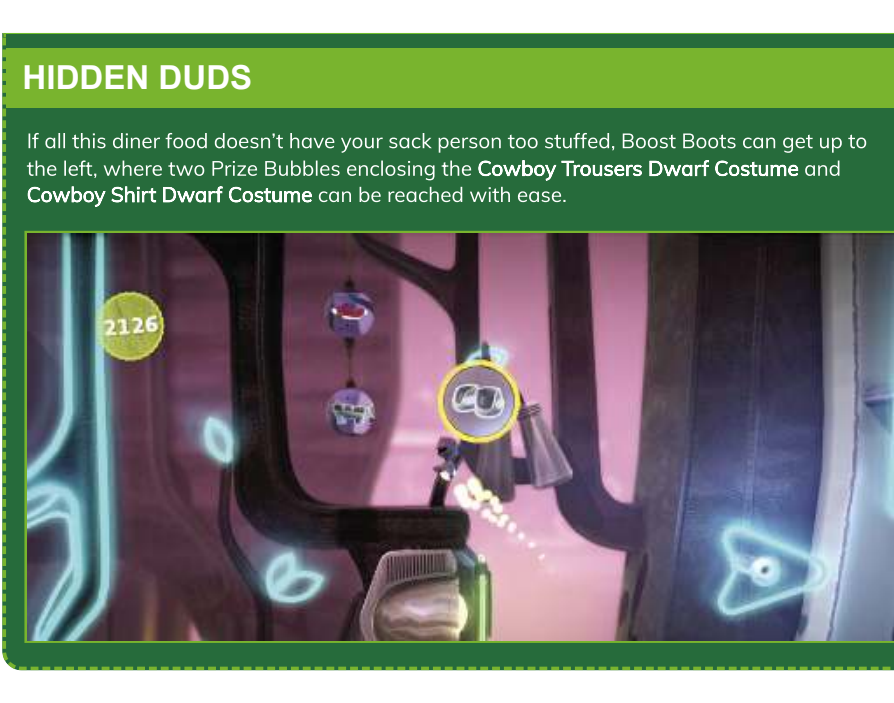


Jump over a treacherous gap to reach another succession of Velociporters. Once more, charge forward with maximum speed, and your sack person is quickly warped several times in quick succession up to the next level and Checkpoint.



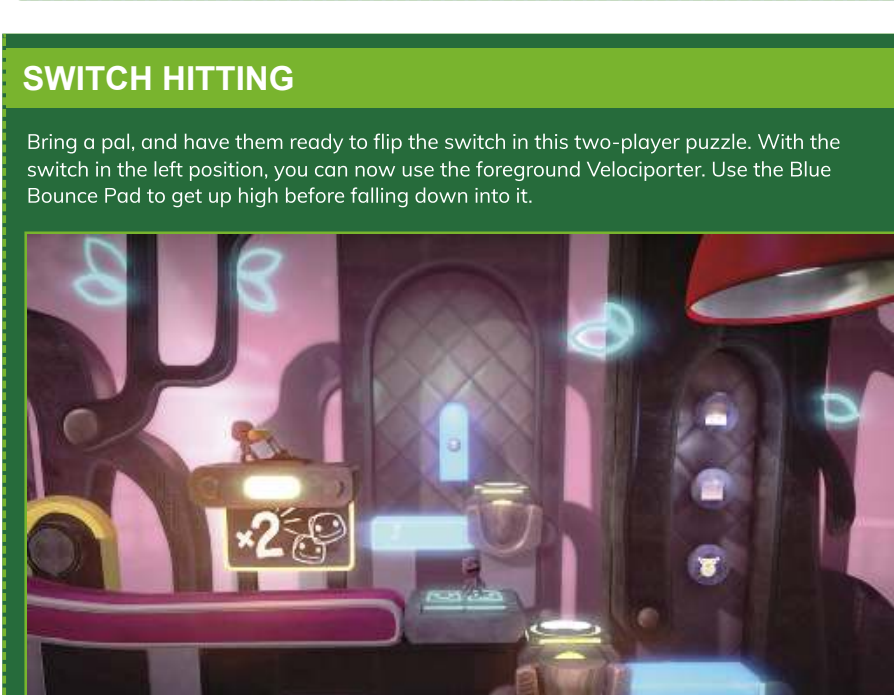
HIDDEN DUDS

If all this diner food doesn't have your sack person too stuffed, Boost Boots can get up to the left, where two Prize Bubbles enclosing the **Cowboy Trousers Dwarf Costume** and **Cowboy Shirt Dwarf Costume** can be reached with ease.

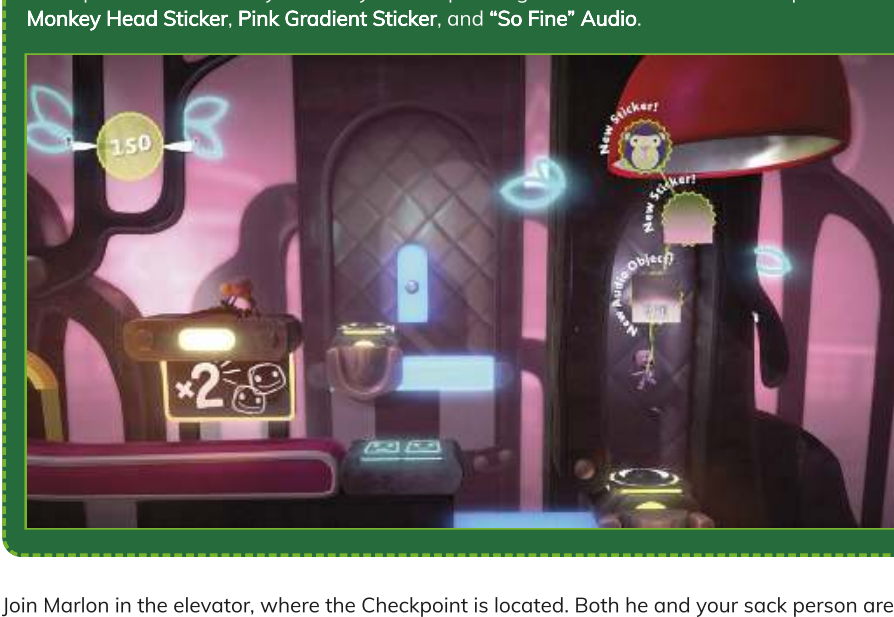


SWITCH HITTING

Bring a pal, and have them ready to flip the switch in this two-player puzzle. With the switch in the left position, you can now use the foreground Velociporter. Use the Blue Bounce Pad to get up high before falling down into it.

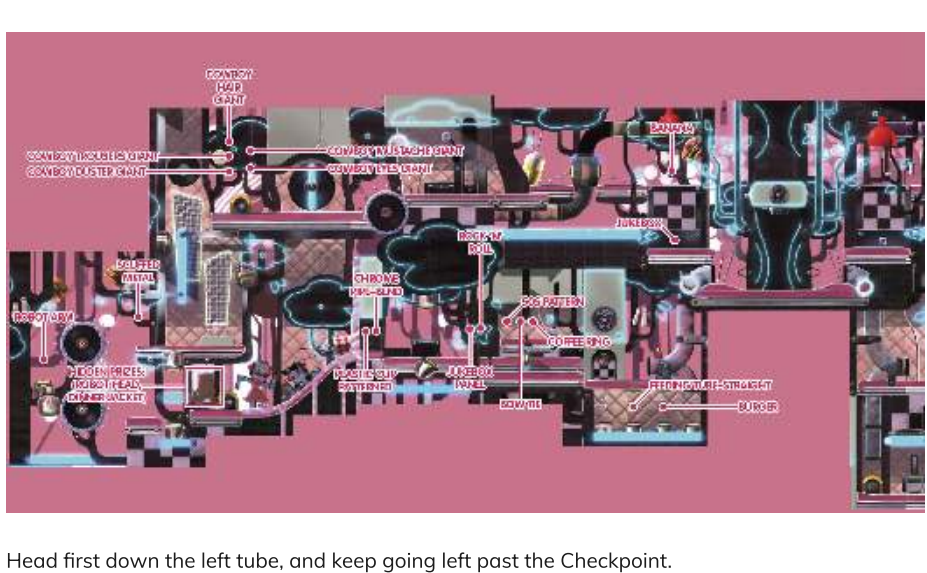


As your sack person emerges on the other side, your partner must flip the switch. Guide your sack person over the crackling blue electricity and down the left side into the waiting Velociporter. This shoots your wooly friend up through three Prize Bubbles to reap the **Monkey Head Sticker**, **Pink Gradient Sticker**, and **"So Fine" Audio**.



Join Marlon in the elevator, where the Checkpoint is located. Both he and your sack person are whisked upward to where the shake magic happens. The two key ingredients are banana and strawberry, each requiring your sack person to take a different path.

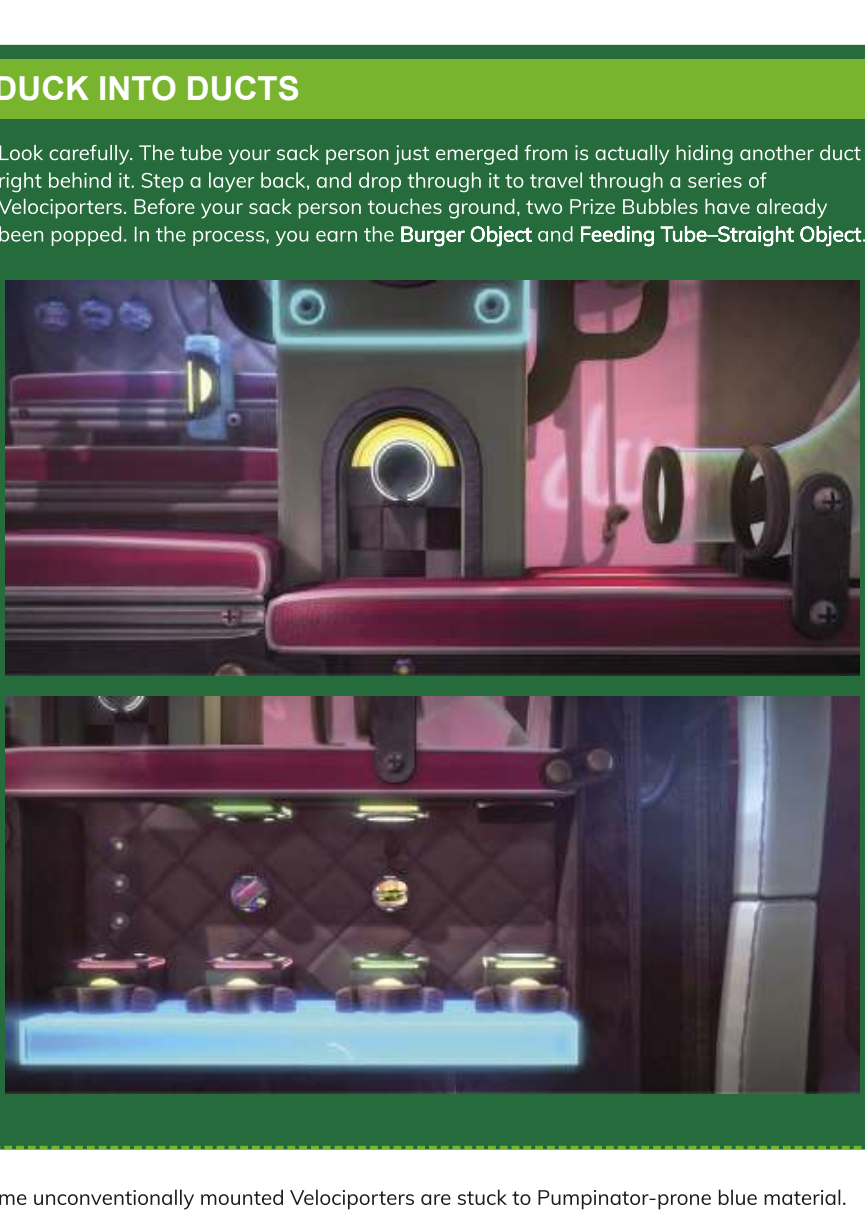
GO BANANA!



Head first down the left tube, and keep going left past the Checkpoint.

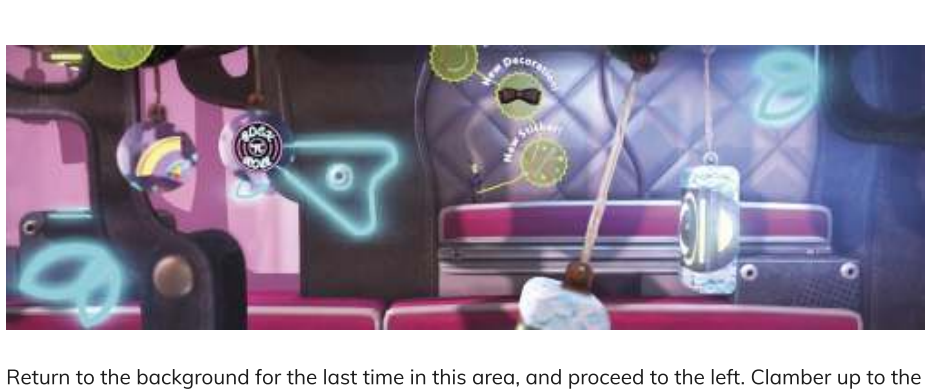
DUCK INTO DUCTS

Look carefully. The tube your sack person just emerged from is actually hiding another duct right behind it. Step a layer back, and drop through it to travel through a series of Velociporters. Before your sack person touches ground, two Prize Bubbles have already been popped. In the process, you earn the **Burger Object** and **Feeding Tube–Straight Object**.

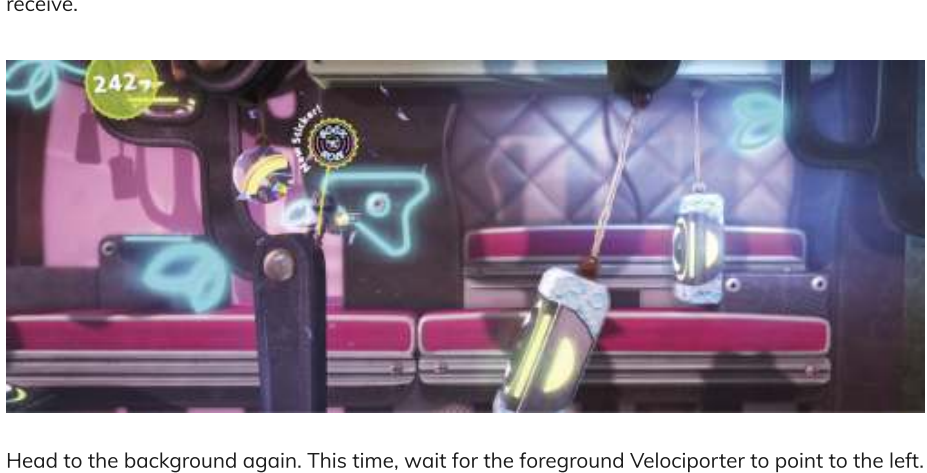


Some unconventionally mounted Velociporters are stuck to Pumpinator-prone blue material. Take out the Pumpinator, and blow the first out of the way to reach the Velociporter on the other side.

Hop through the Velociporter to appear in the background. Suck that Velociporter out of the way to get past it, and hop up into the background to reach three Prize Bubbles seated there. Now you've got the **Coffee Ring Sticker**, **Bow Tie Decoration**, and **50s Pattern Sticker**.



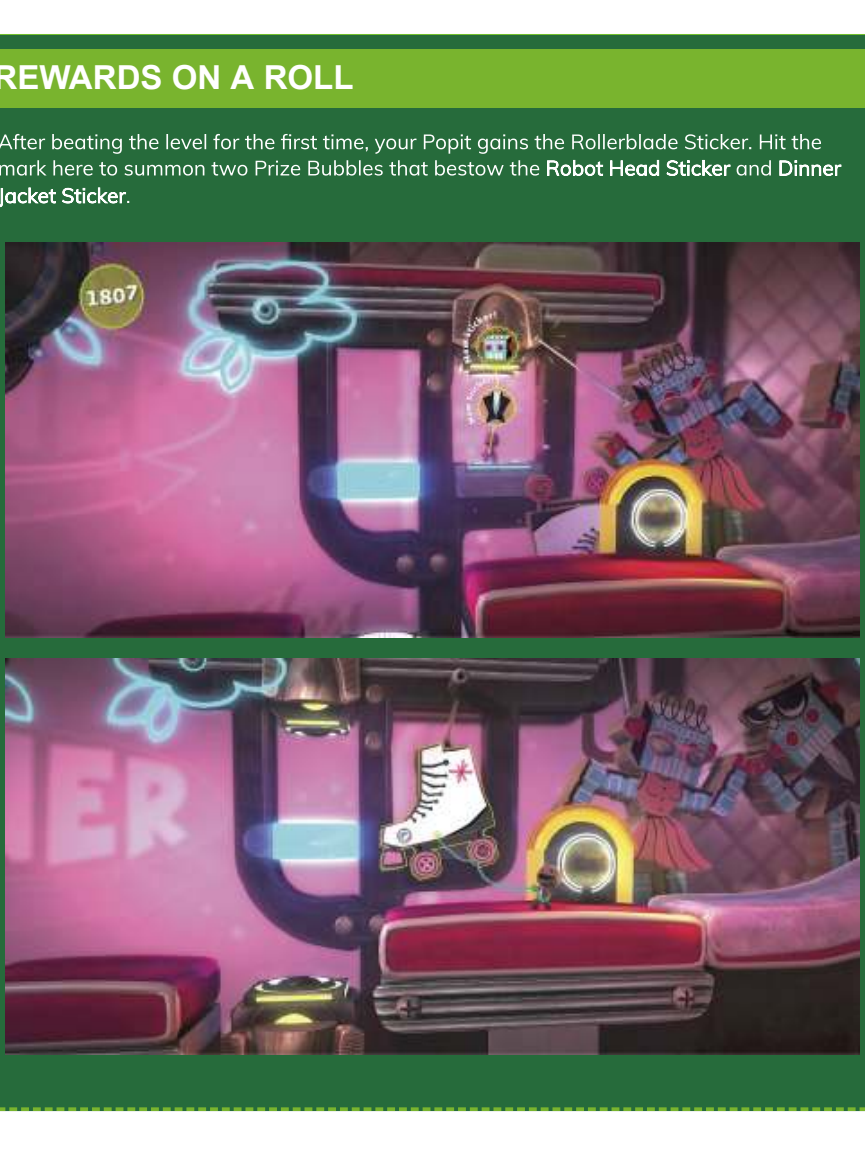
Return to the background for the last time in this area, and proceed to the left. Clamber up to the Blue Bounce Pads, and wait for the foreground Velociporter to aim right. Launch your sack person up through the Velociporter and back into the foreground. The trajectory goes directly through two Prize Bubbles. Enjoy the **Rock 'n' Roll Sticker** and **Jukebox Panel Decoration** you receive.



Head to the background again. This time, wait for the foreground Velociporter to point to the left. Two more Prize Bubbles are lined up for your sack person. They yield the **Chrome Pipe–Bend Decoration** and **Plastic Cup Patterned Object** as your sack person slides down some spilt shake to the next Checkpoint.

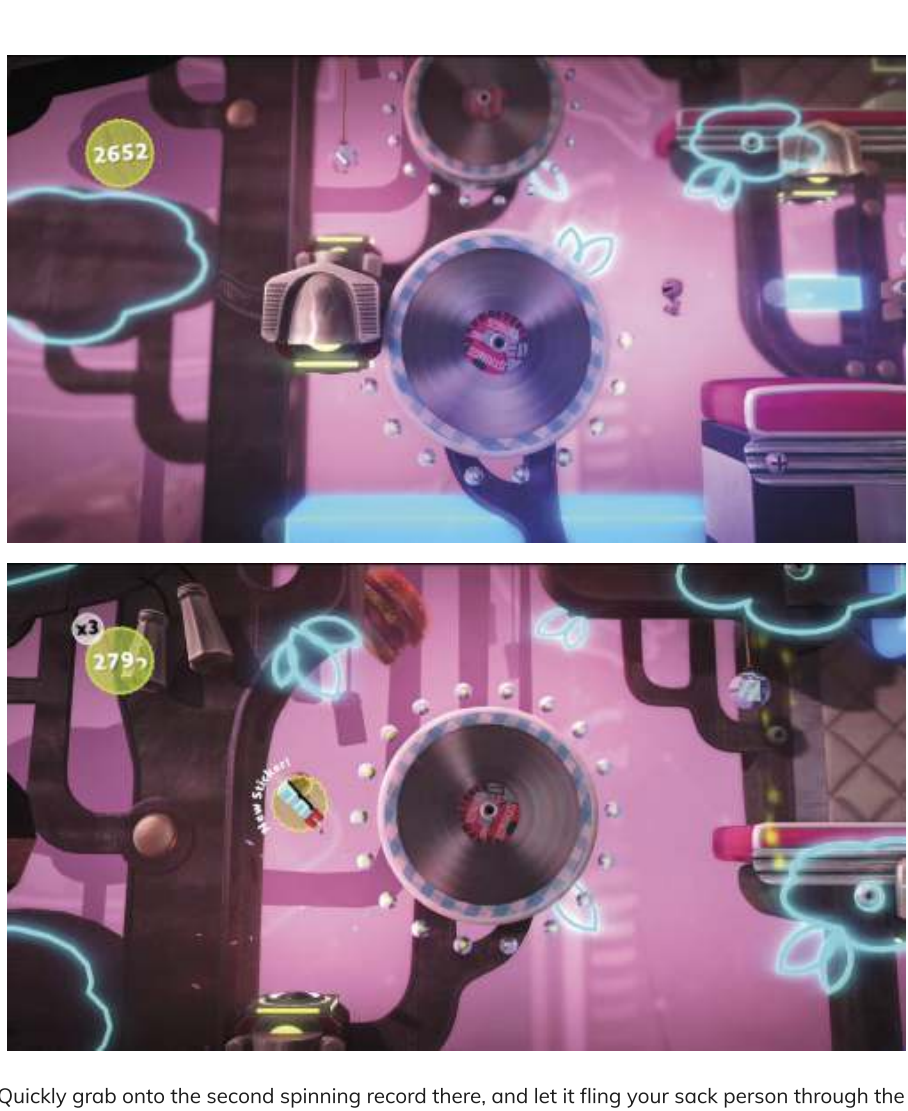
REWARDS ON A ROLL

After beating the level for the first time, your Popit gains the Rollerblade Sticker. Hit the mark here to summon two Prize Bubbles that bestow the **Robot Head Sticker** and **Dinner Jacket Sticker**.

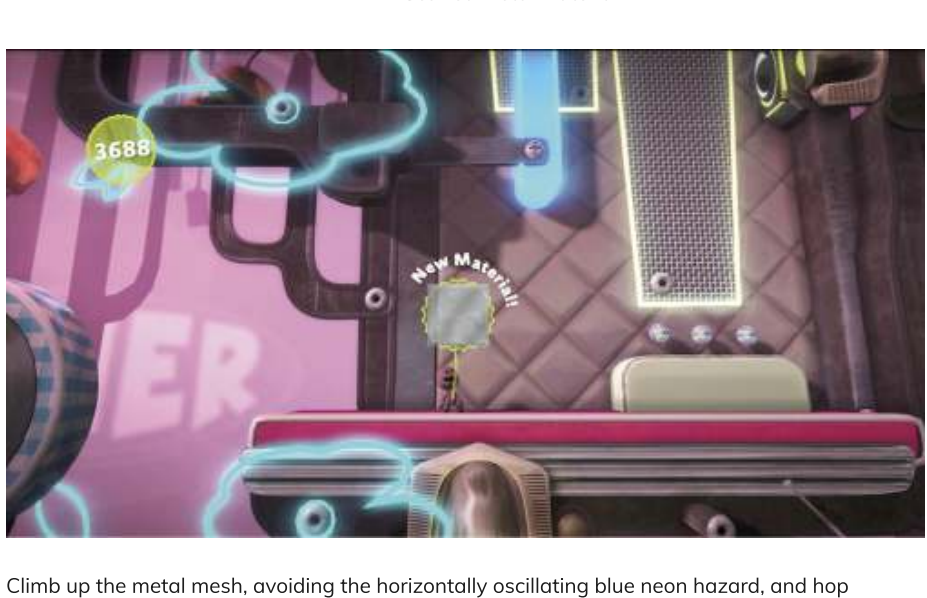


Vinyl and Velociporters

Jump over the Velociporter, and keep heading left. Grab the spinning record wheel and let it whip your sack person through a Velociporter. Emerging in the background, your sack person flies through a Prize Bubble and nabs the **Robot Arm Sticker**.



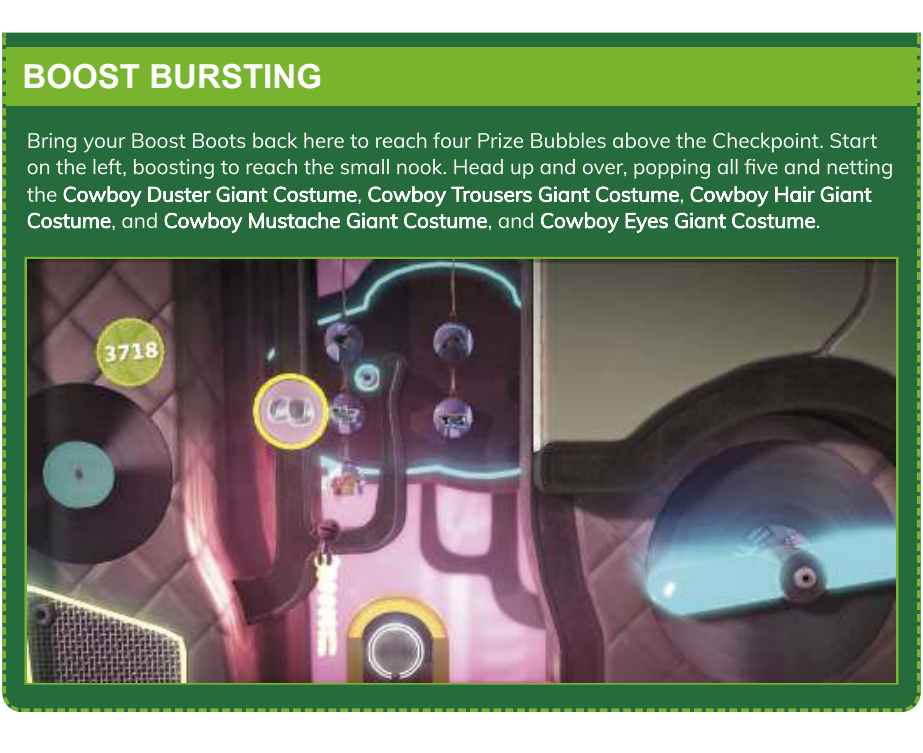
Quickly grab onto the second spinning record there, and let it fling your sack person through the air and into a Prize Bubble that offers the **Scuffed Metal Material**.



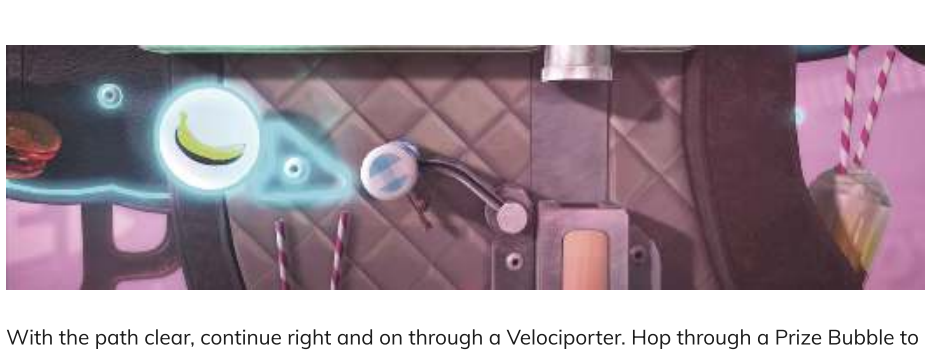
Climb up the metal mesh, avoiding the horizontally oscillating blue neon hazard, and hop through the right-side Velociporter as the deadly obstacle approaches. Emerging on the left, quickly climb up to the safety of the next Checkpoint.

BOOST BURSTING

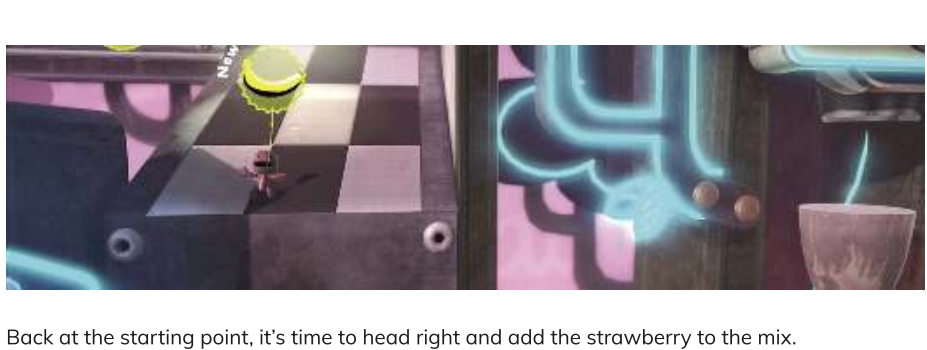
Bring your Boost Boots back here to reach four Prize Bubbles above the Checkpoint. Start on the left, boosting to reach the small nook. Head up and over, popping all five and netting the **Cowboy Duster Giant Costume**, **Cowboy Trousers Giant Costume**, **Cowboy Hair Giant Costume**, and **Cowboy Mustache Giant Costume**, and **Cowboy Eyes Giant Costume**.



Avoid the rotating blue bar as you head right. Grab the spinning record to finally reach the key ingredient valve. Use the Bounce Pads to reach the lever and grab it. Your sack person's weight pulls it down and lets the banana start flowing.

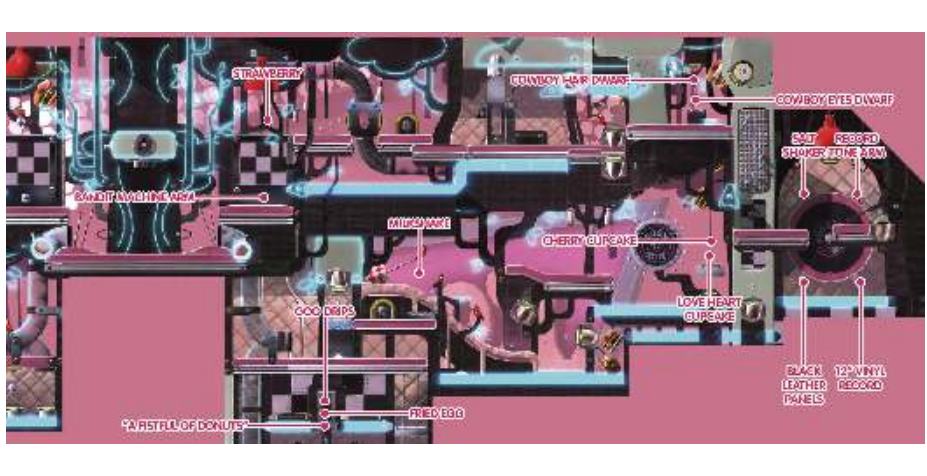


With the path clear, continue right and on through a Velociporter. Hop through a Prize Bubble to get at its **Banana Sticker**, and then head down the slide into another Prize Bubble offering the **Jukebox Object**.



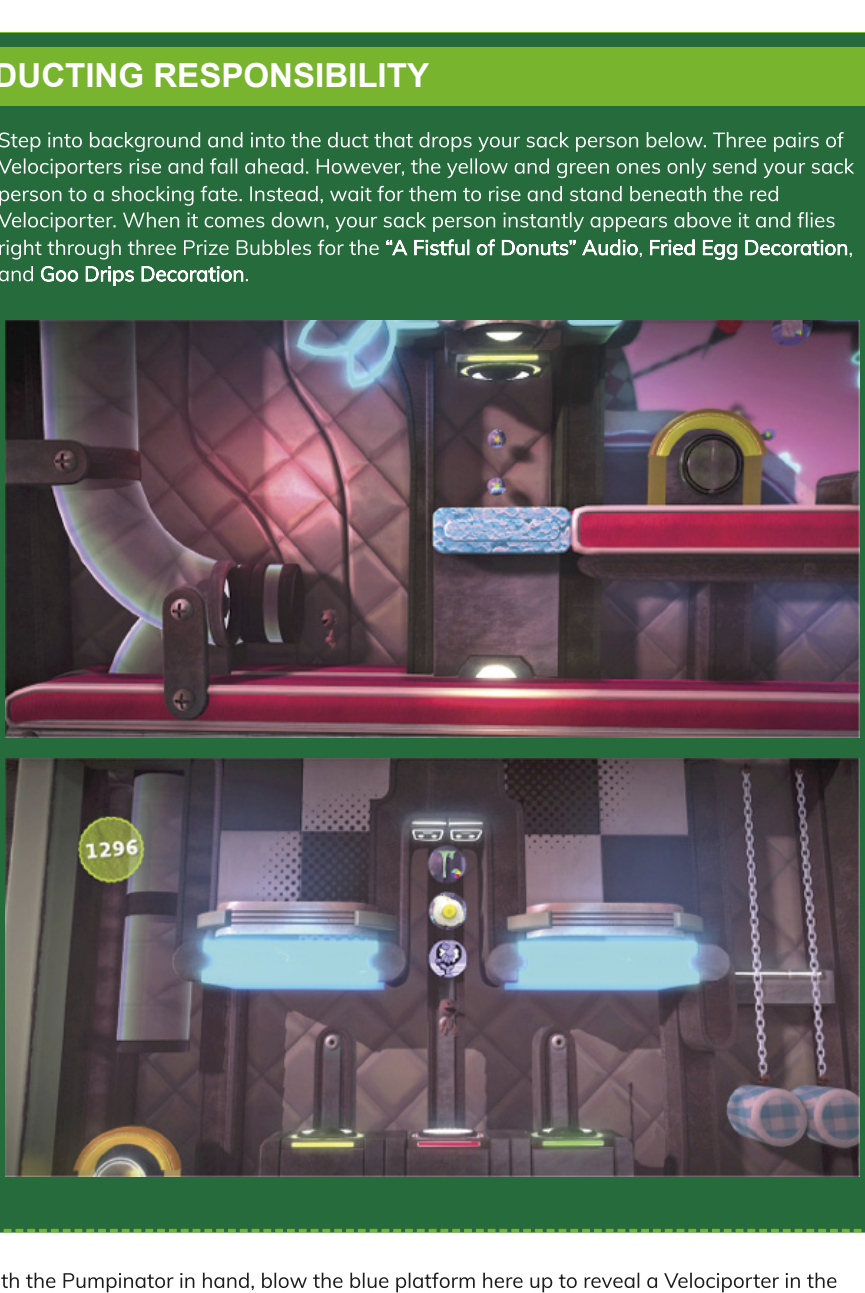
Back at the starting point, it's time to head right and add the strawberry to the mix.

STRAWBERRY SWEETNESS

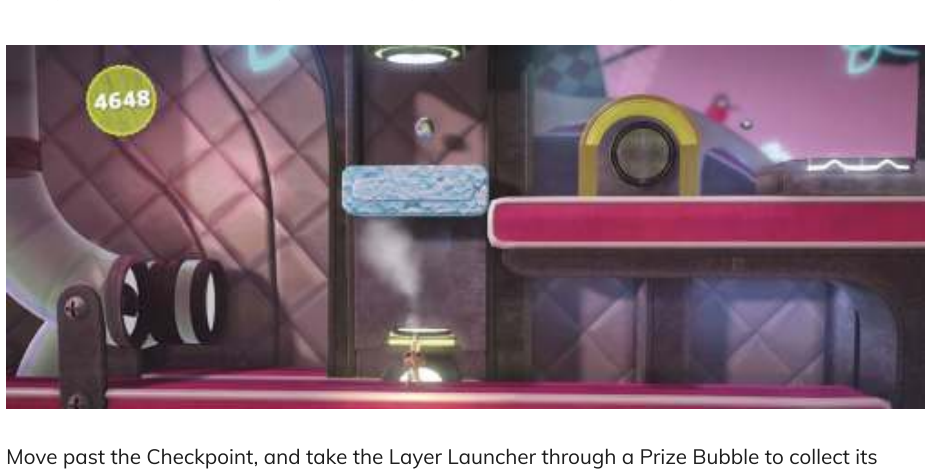


DUCTING RESPONSIBILITY

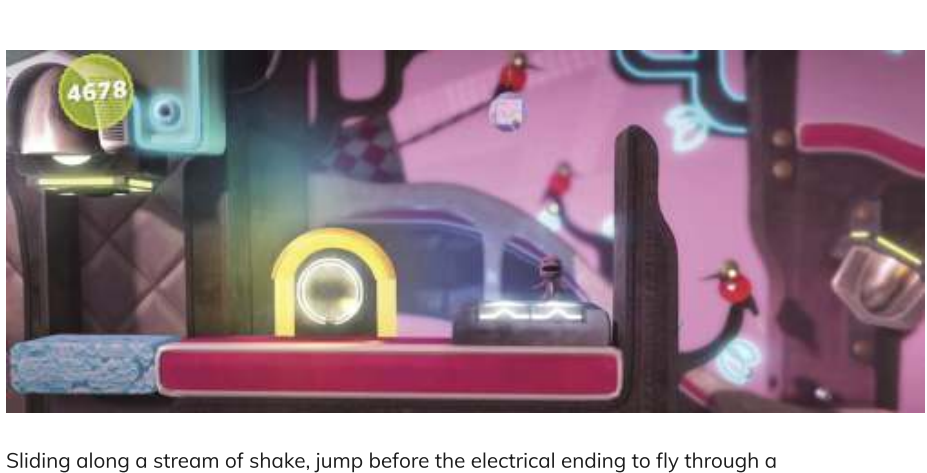
Step into background and into the duct that drops your sack person below. Three pairs of Velociporters rise and fall ahead. However, the yellow and green ones only send your sack person to a shocking fate. Instead, wait for them to rise and stand beneath the red Velociporter. When it comes down, your sack person instantly appears above it and flies right through three Prize Bubbles for the **"A Fistful of Donuts" Audio**, **Fried Egg Decoration**, and **Goo Drips Decoration**.



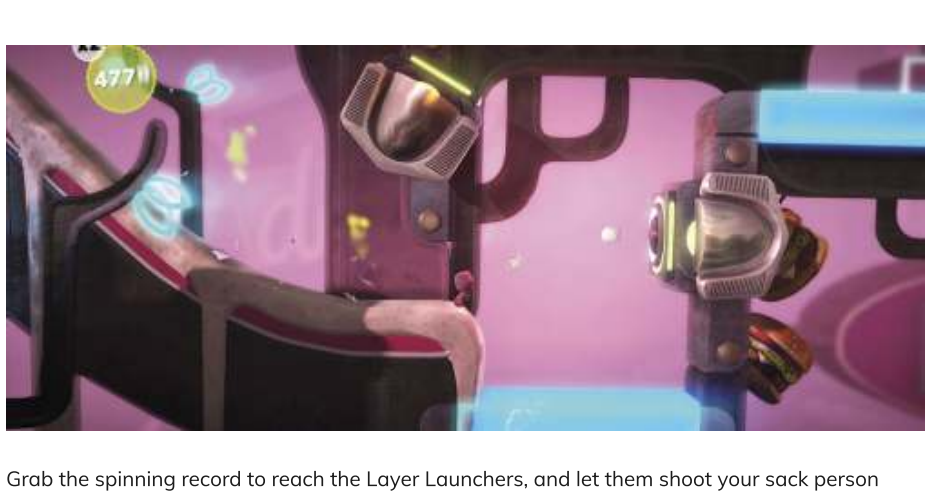
With the Pumpinator in hand, blow the blue platform here up to reveal a Velociporter in the background. Hop into that layer and through the Velociporter to emerge up top.



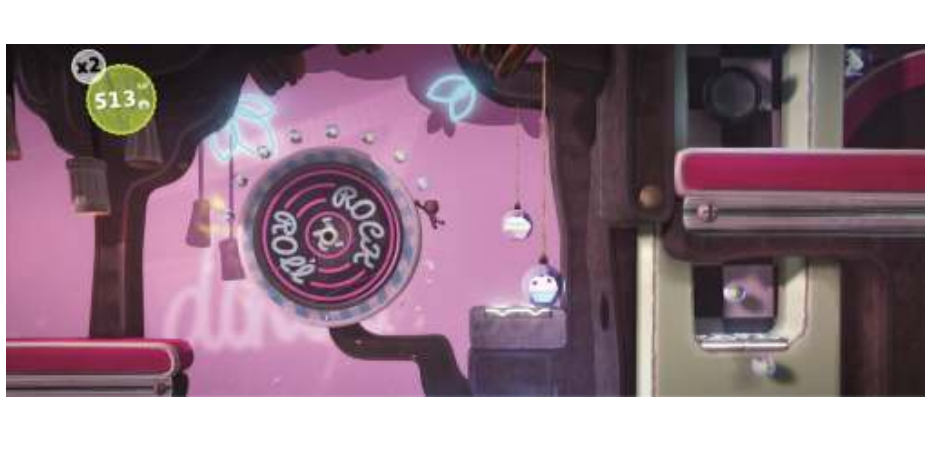
Move past the Checkpoint, and take the Layer Launcher through a Prize Bubble to collect its **Milkshake Material**.



Sliding along a stream of shake, jump before the electrical ending to fly through a Velociporter.



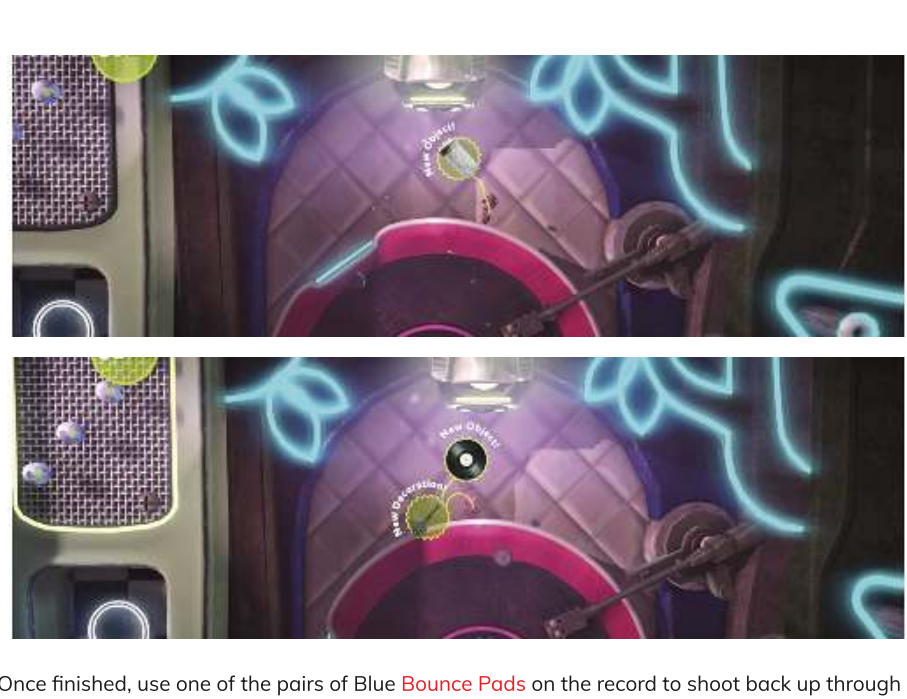
Grab the spinning record to reach the Layer Launchers, and let them shoot your sack person through two Prize Bubbles. The **Cherry Cupcake Sticker** and **Love Heart Cupcake Sticker** are now in your Popit.



Record Run

After being bounced around and arriving at the next Checkpoint, how about spinning a catchy tune? Jump through the Velociporter to the right to land on top of a record in the background. Run in either direction to get it spinning, and collect the Prize Bubbles located along its rim.

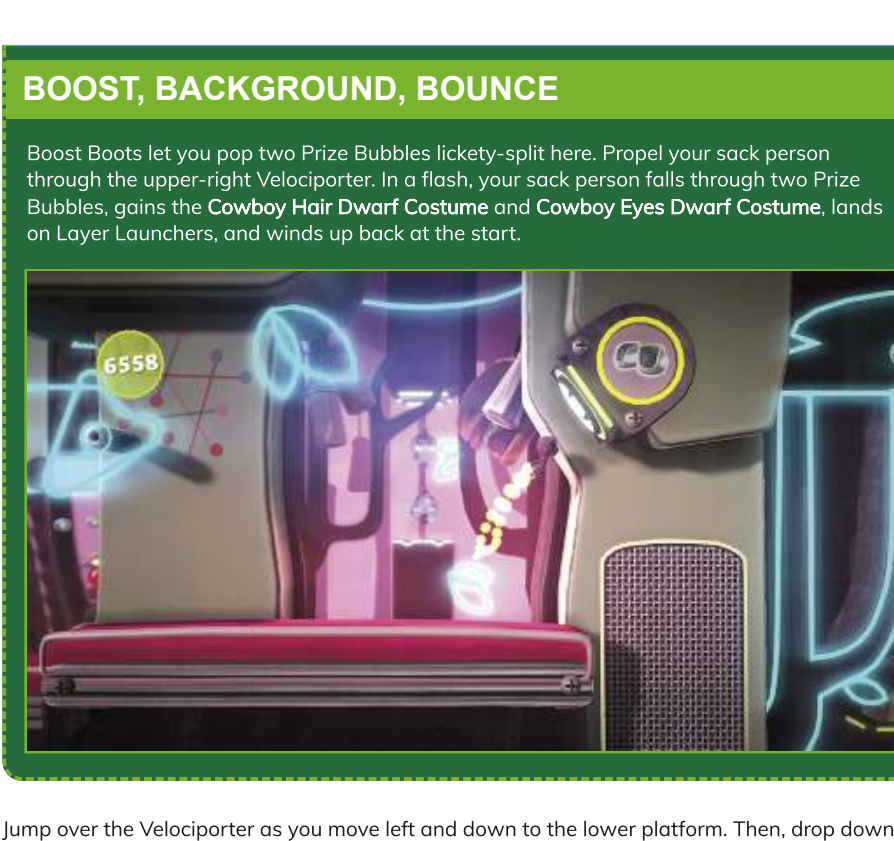
Following this, you gain the **Salt Shaker Object**, **Black Leather Panels Material**, **12" Vinyl Record Object**, and **Record Tone Arm Decoration**.



Once finished, use one of the pairs of Blue Bounce Pads on the record to shoot back up through the Velociporter and find your sack person flying within reach of the metal mesh. Grab it, and climb up.

BOOST, BACKGROUND, BOUNCE

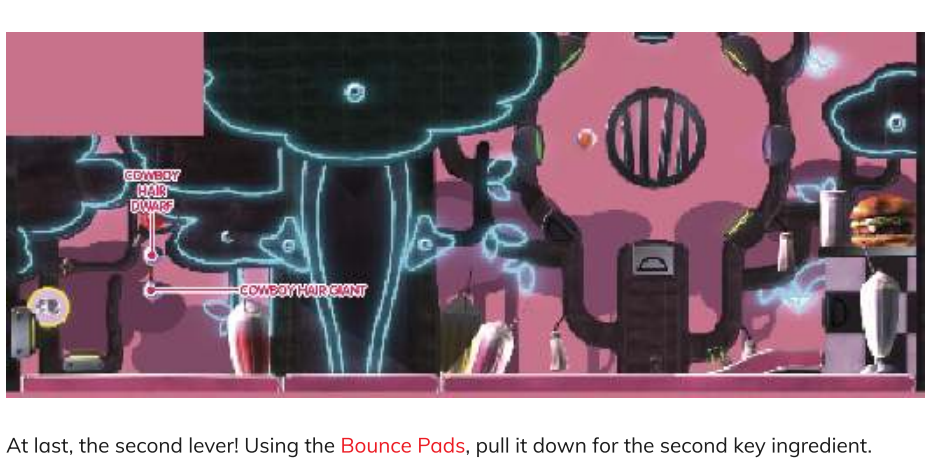
Boost Boots let you pop two Prize Bubbles lickety-split here. Propel your sack person through the upper-right Velociporter. In a flash, your sack person falls through two Prize Bubbles, gains the **Cowboy Hair Dwarf Costume** and **Cowboy Eyes Dwarf Costume**, lands on Layer Launchers, and winds up back at the start.



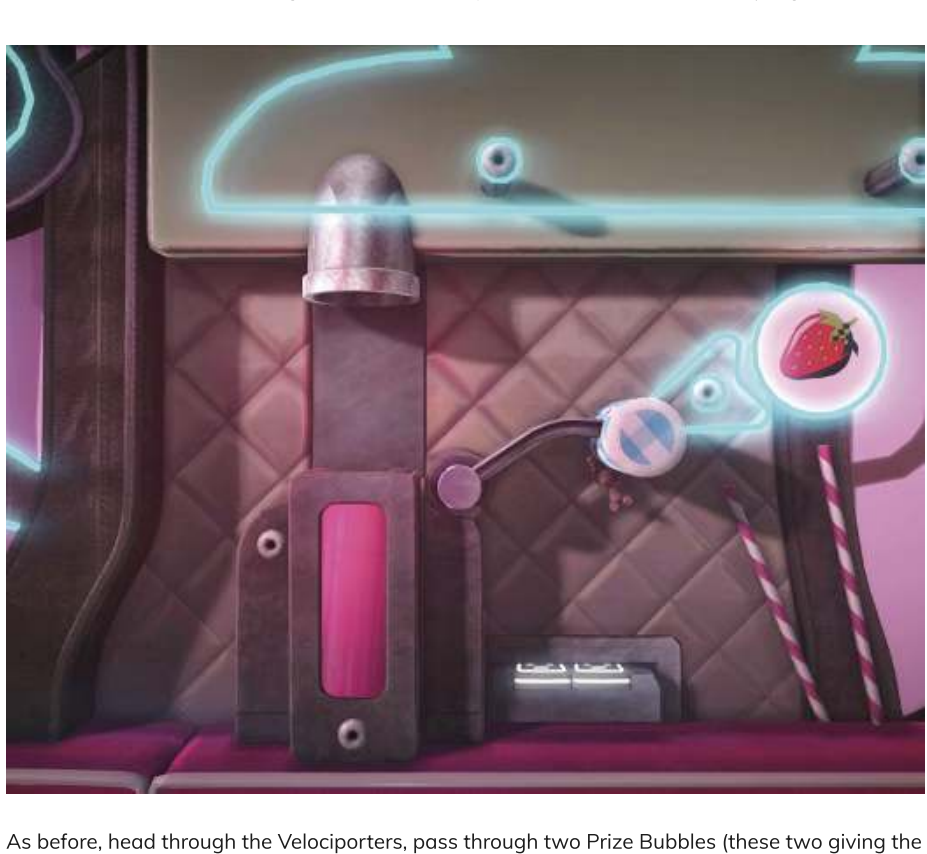
Jump over the Velociporter as you move left and down to the lower platform. Then, drop down through the Velociporter and land to the left in the background.

LOOK BEFORE LEAPING

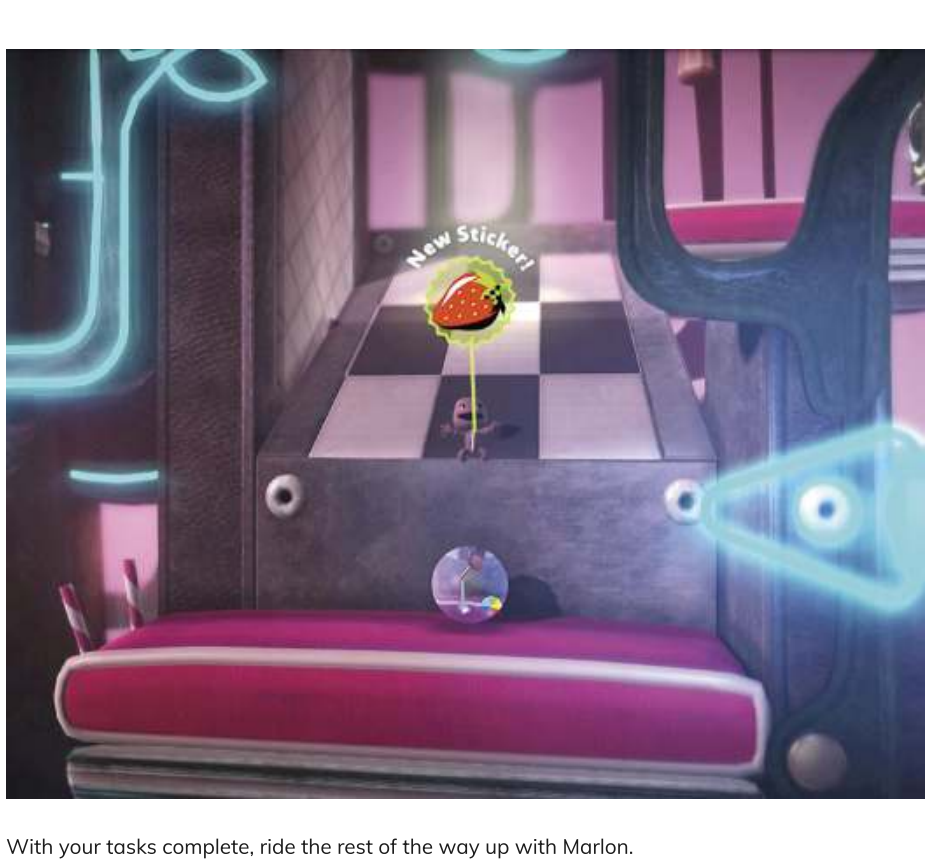
Jumping through the Velociporter straight away is lethal to your sack person. The momentum emerging out the other side sends your fabric pal into the electrifying neon.



At last, the second lever! Using the Bounce Pads, pull it down for the second key ingredient.



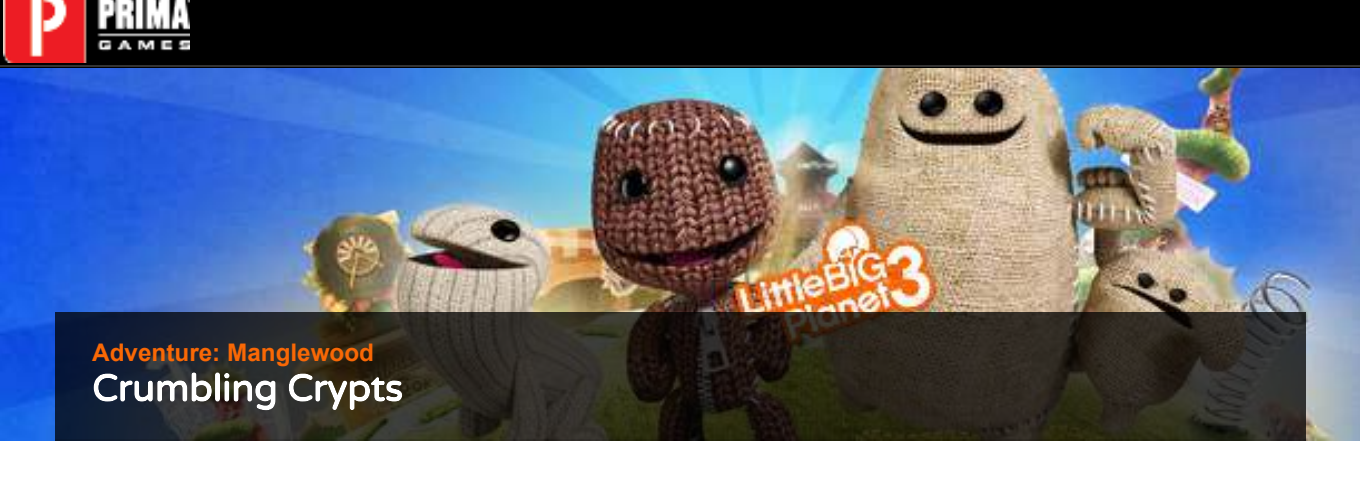
As before, head through the Velociporters, pass through two Prize Bubbles (these two giving the **Strawberry Sticker** and **Bandit Machine Arm Decoration**, and slide down to the waiting Marlon.



With your tasks complete, ride the rest of the way up with Marlon.

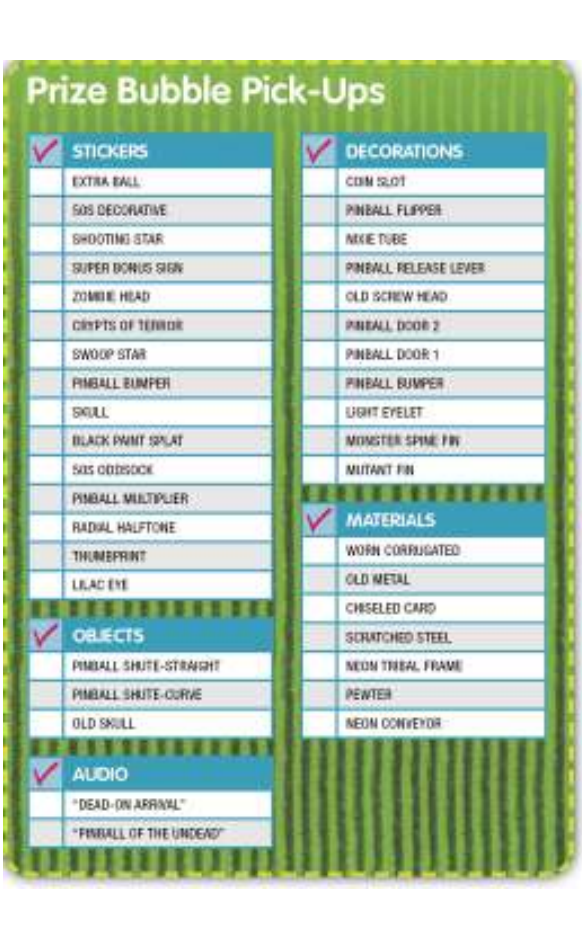
BIRDS BEWARE OF BOOSTS

Head to the left, and run through the Velociporter there with Boost Boots equipped. Emerging from the background, boost up to startle the bird there. Fall back through the Velociporter to the foreground, where the bird has brought a string of Prize Bubbles. Use



Adventure: Manglewood

Crumbling Crypts



Prize Bubble Pick-Ups

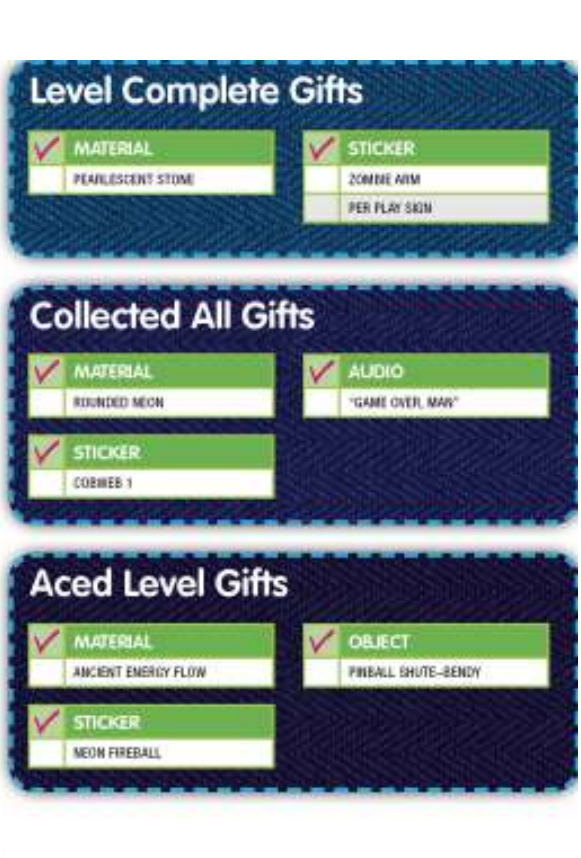
✓ STICKERS
- EXTRA BALL
- 50S DECORATIVE
- SHOOTING STAR
- SUPER BONUS SIGN
- ZOMBIE HEAD
- CRYPTS OF TERROR
- SWOOP STAR
- PINBALL BUMPER
- SKULL
- BLACK PAINT SPLAT
- 50S ODDSOCK
- PINBALL MULTIPLIER
- RADIAL HALFTONE
- THUMBPRINT
- LILAC EYE

✓ OBJECTS
- PINBALL SHUTE-STRAIGHT
- PINBALL SHUTE-CURVE
- OLD SKULL

✓ AUDIO
- "DEAD-ON ARRIVAL"
- "PINBALL OF THE UNDEAD"

✓ DECORATIONS
- COIN SLOT
- PINBALL FLIPPER
- NIXIE TUBE
- PINBALL RELEASE LEVER
- OLD SCREW HEAD
- PINBALL DOOR 2
- PINBALL DOOR 1
- PINBALL BUMPER
- LIGHT EYELET
- MONSTER SPINE FIN
- MUTANT FIN

✓ MATERIALS
- WORN CORRUGATED
- OLD METAL
- CHISELED CARD
- SCRATCHED STEEL
- NEON TRIBAL FRAME
- PEWTER
- NEON CONVEYOR



Level Complete Gifts

✓ MATERIAL
- PEARLESCENT STONE

✓ STICKER
- ZOMBIE ARM
- PER PLAY SIGN

Collected All Gifts

✓ MATERIAL
- ROUNDED NEON

✓ AUDIO
- "GAME OVER, MAN"

✓ STICKER
- COBWEB 1

Aced Level Gifts

✓ MATERIAL
- ANCIENT ENERGY FLOW

✓ OBJECT
- PINBALL SHUTE-BENDY

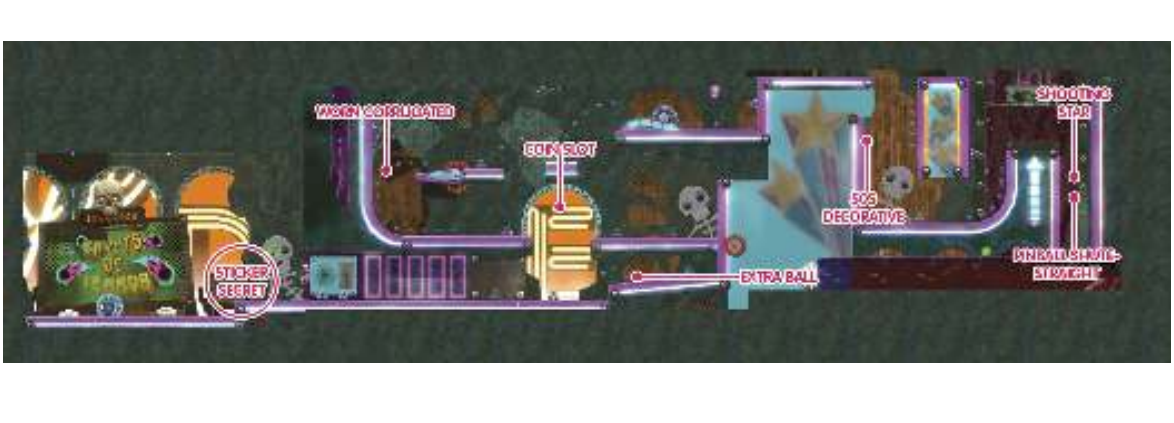
✓ STICKER
- NEON FIREBALL

With all three marbles recovered, Marlon and your sack person find themselves on the classic film set for "Pinballs in the Mist." Your sack person and Marlon meet Oddsock face-to-face, but unfortunately, the old studio sets have not been maintained and quickly start to disintegrate.

The group is separated, and Oddsock must escape while your sack person and Marlon head back to Manglewood Swamp.

Oddsock's speed is legendary, but no one has witnessed it firsthand in ages. Now's the chance to show some of the old magic. Escape the deteriorating set to meet back with the others at the swamp.

CRYPTS OF TERROR



Run for Your Stuffing!

Notice the blue glowing arrow. What else do you need, a road map? Follow it to the right, past the coin slot.

Runway To Running

Oddsock's speed doesn't come immediately. The longer Oddsock runs, the faster he gets. Building up enough speed is important to perform some of the most challenging jumps in this level.

Race for the Prize

Come back after your first run through this level. Completing it the first time rewards you with the Per **Play Sign Sticker**. Slap it up here to turn this level into a race, complete with the arrival of a starting gate. If you think the area was intense the first time around, the addition of a ticking clock takes it to the next level.

RACE FOR THE PRIZE

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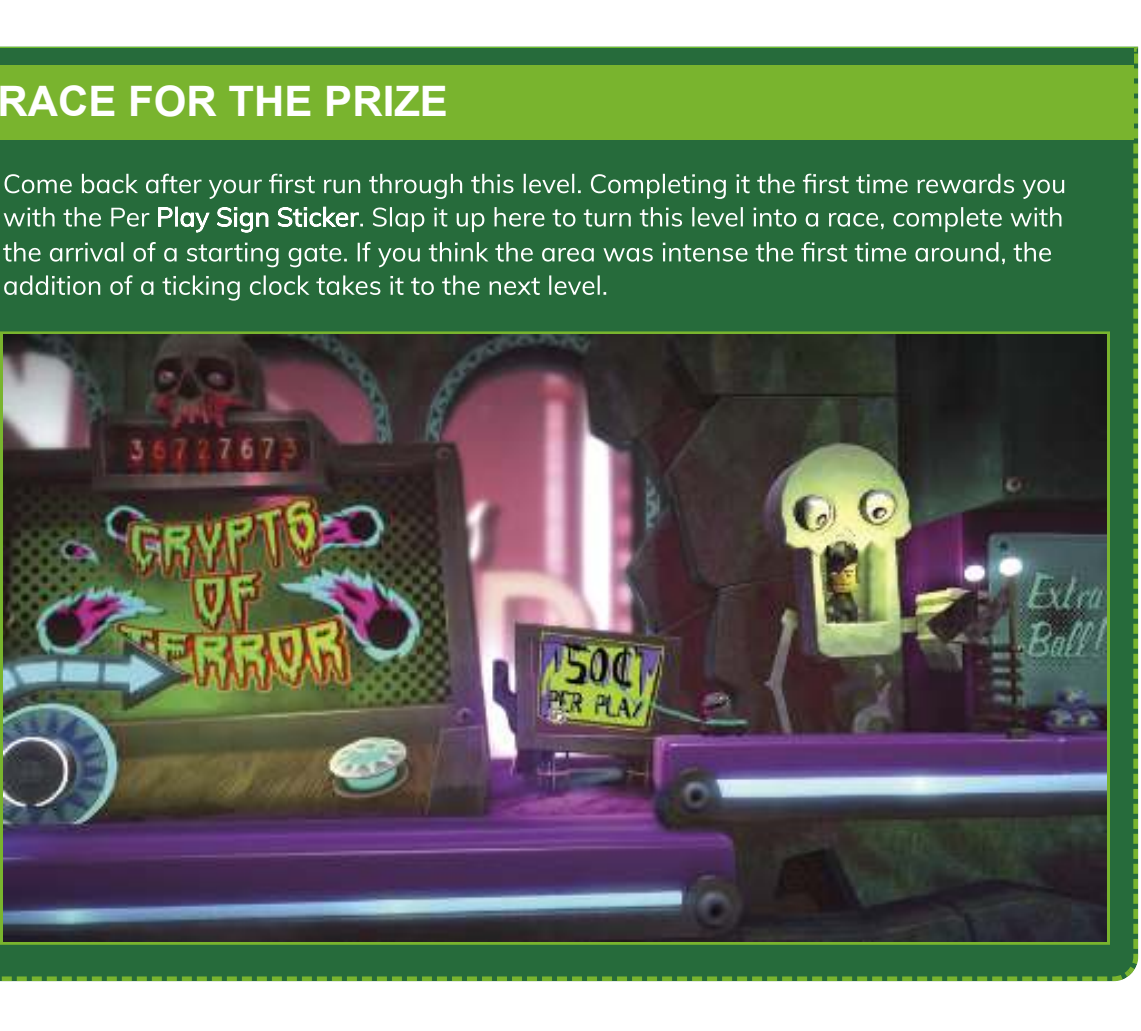
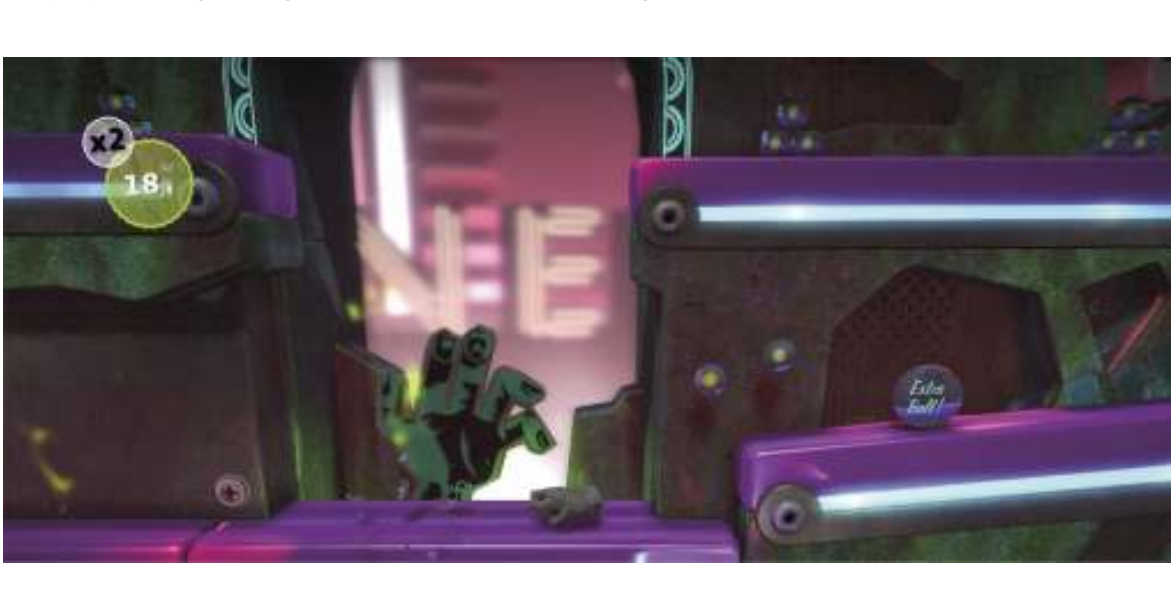


Jump up, running through a Prize Bubble and nabbing its **Extra Ball Sticker**.



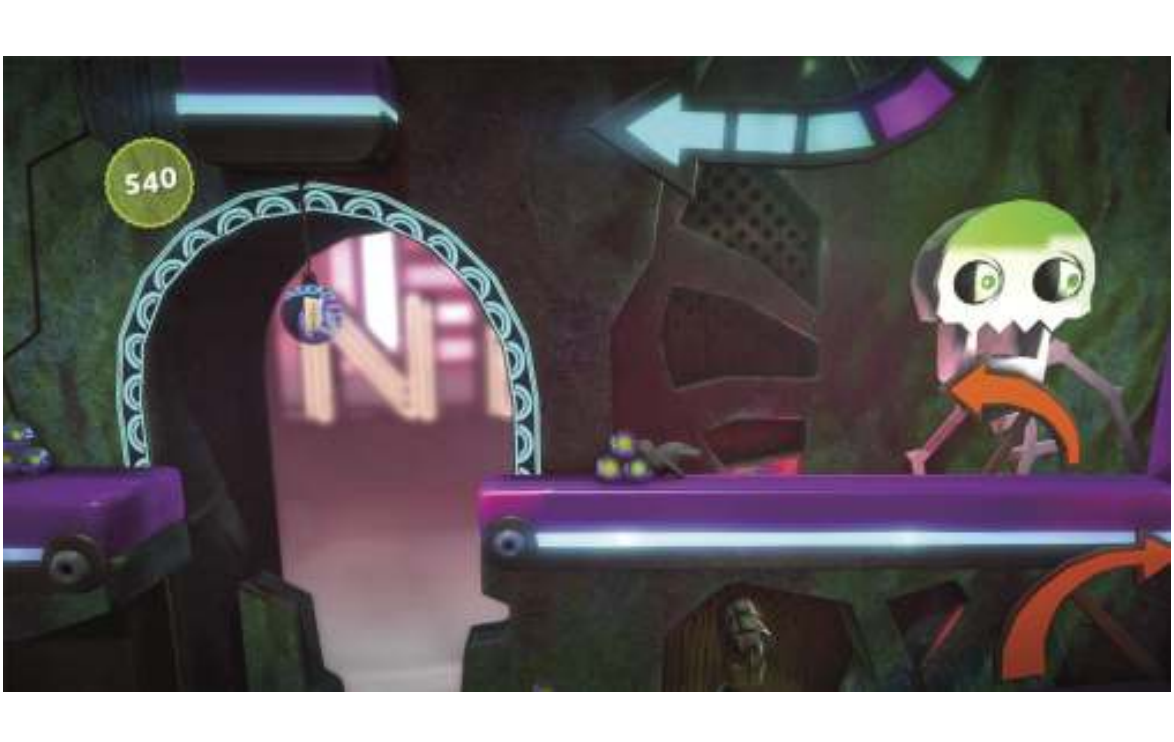
Wall Jump Wackiness

Oddsock isn't just fast; he's nimble, too. Hold the left stick in the direction of the wall to cling to it. Press

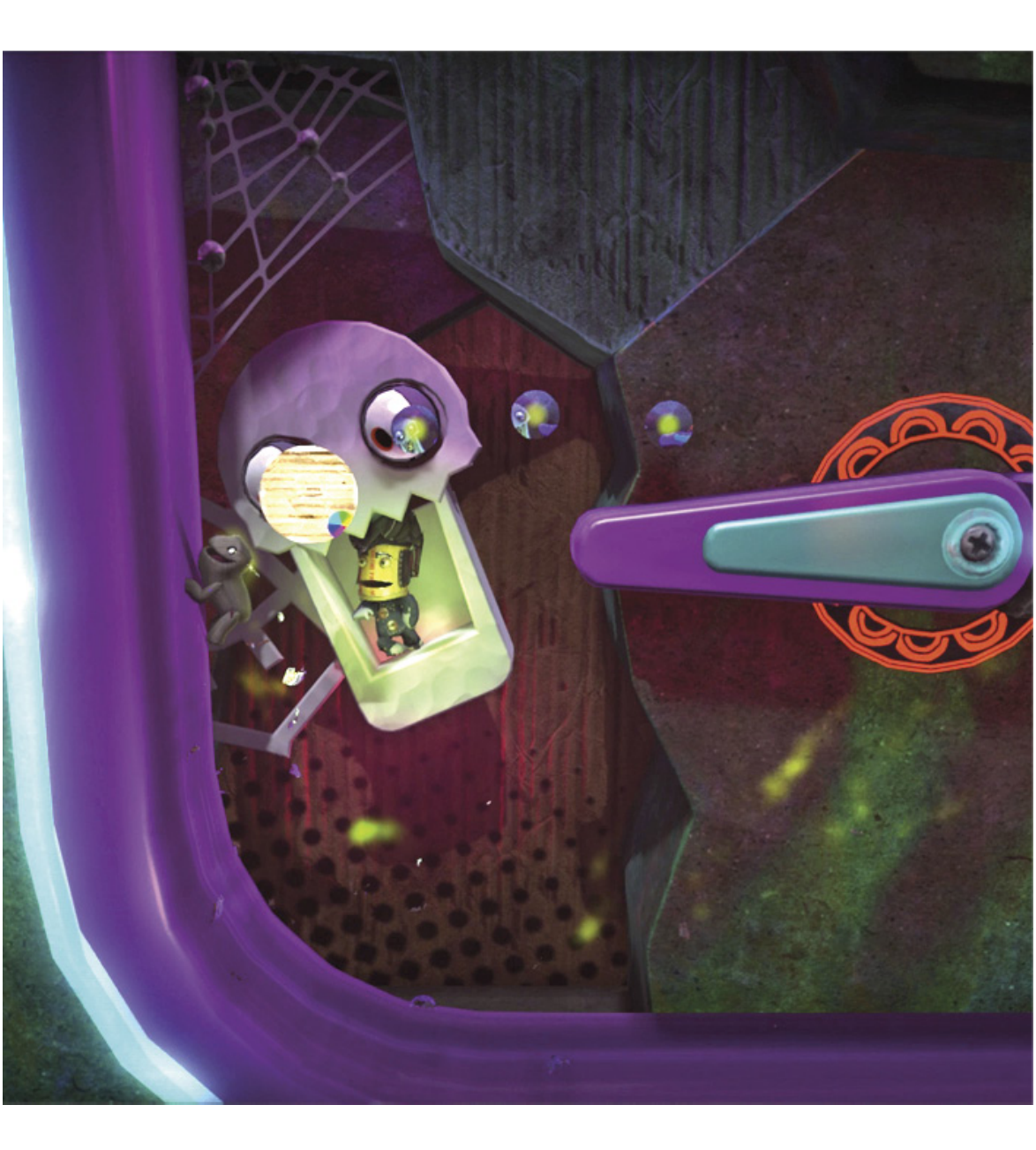
⊗

again to leap off of it.

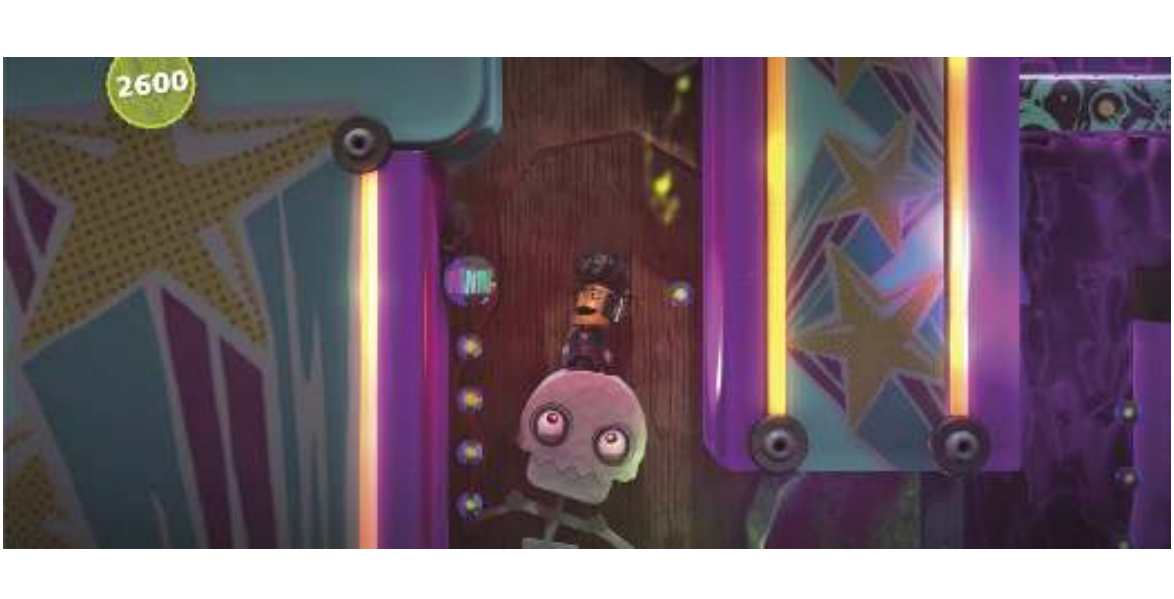
Wall jump up and into the background layer, and then head to the left. Leap over the chasm through a Prize Bubble to snag its **Coin Slot Decoration**.



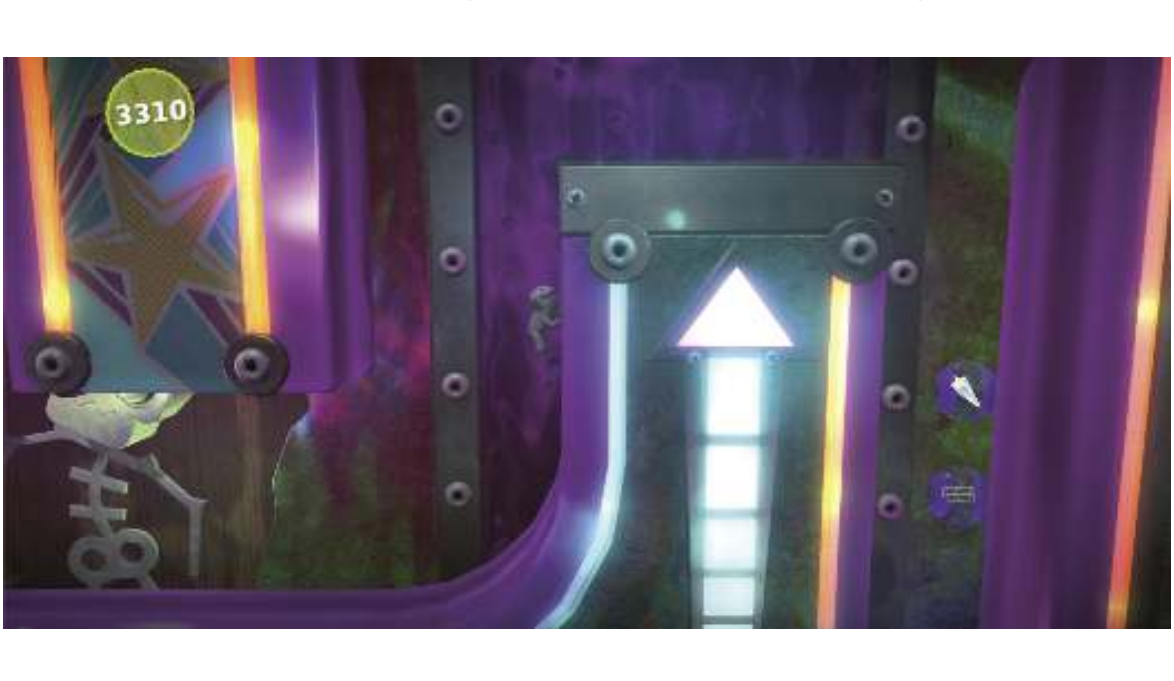
Keep running as the ground curves under Oddsock's feet. Run up the wall and jump off of it through the Prize Bubble, nabbing the **Worn Corrugated Material** within.



Run to the right, and launch Oddsock off of the Bounce Pads to reach the next Checkpoint. Past that, wall jump off the right wall, and immediately wall jump again off the left wall to reach the next level up. Run off the edge of the platform. A coffin lid snaps into place and blocks Oddsock. Cling to the right wall and slide down, then leap to the left to pop another Prize Bubble, this one containing the **50s Decorative Sticker**.

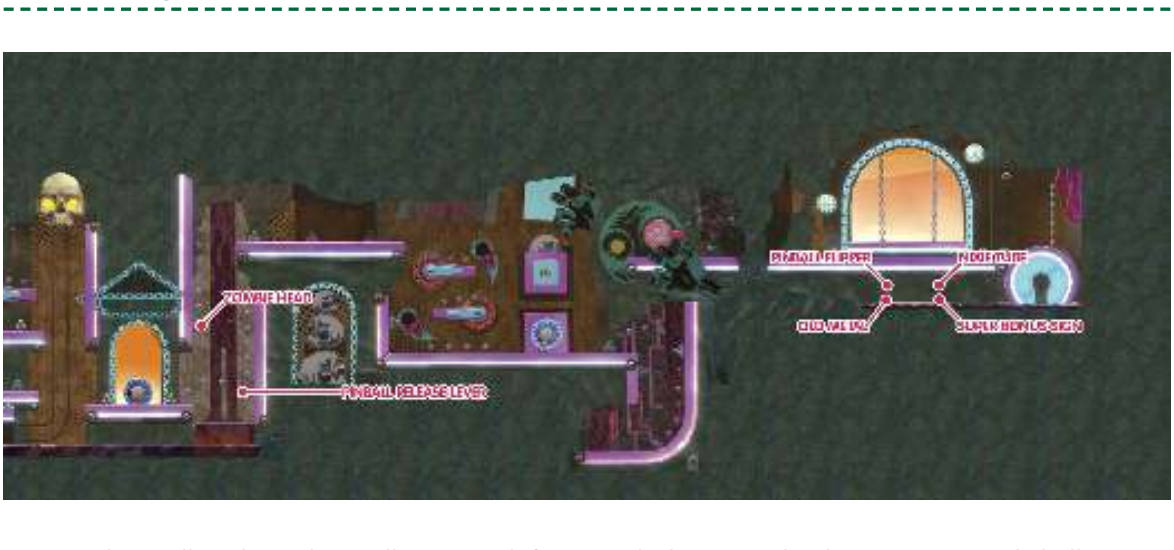


Run to the right, up the curved ground, but don't linger on the flat surface. Instead, hop off it to the right and wall jump to pop the two Prize Bubbles hanging dangerously close to poisonous purple goop. They provide the **Shooting Star Sticker** and **Pinball Shute-Straight Object**.

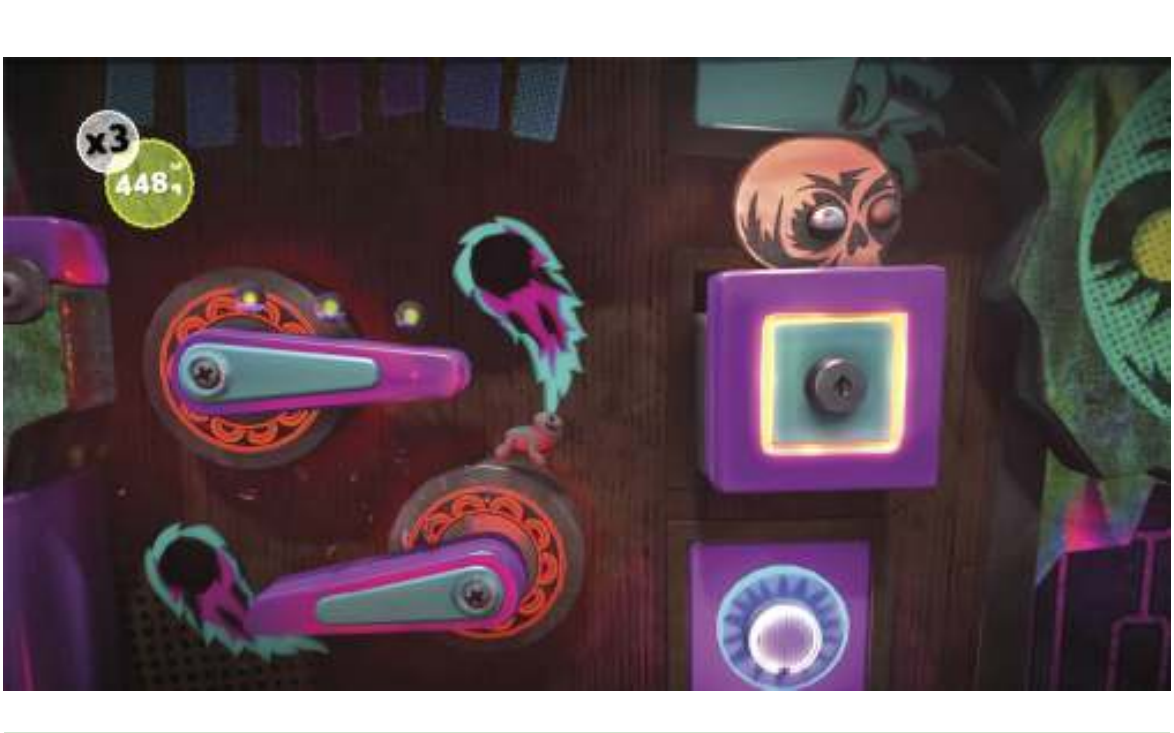


Wall jump back up to the ground level. Wait for a lid to fling Oddsock into the background, onto Bounce Pads, and upward.

Slamming Drawers

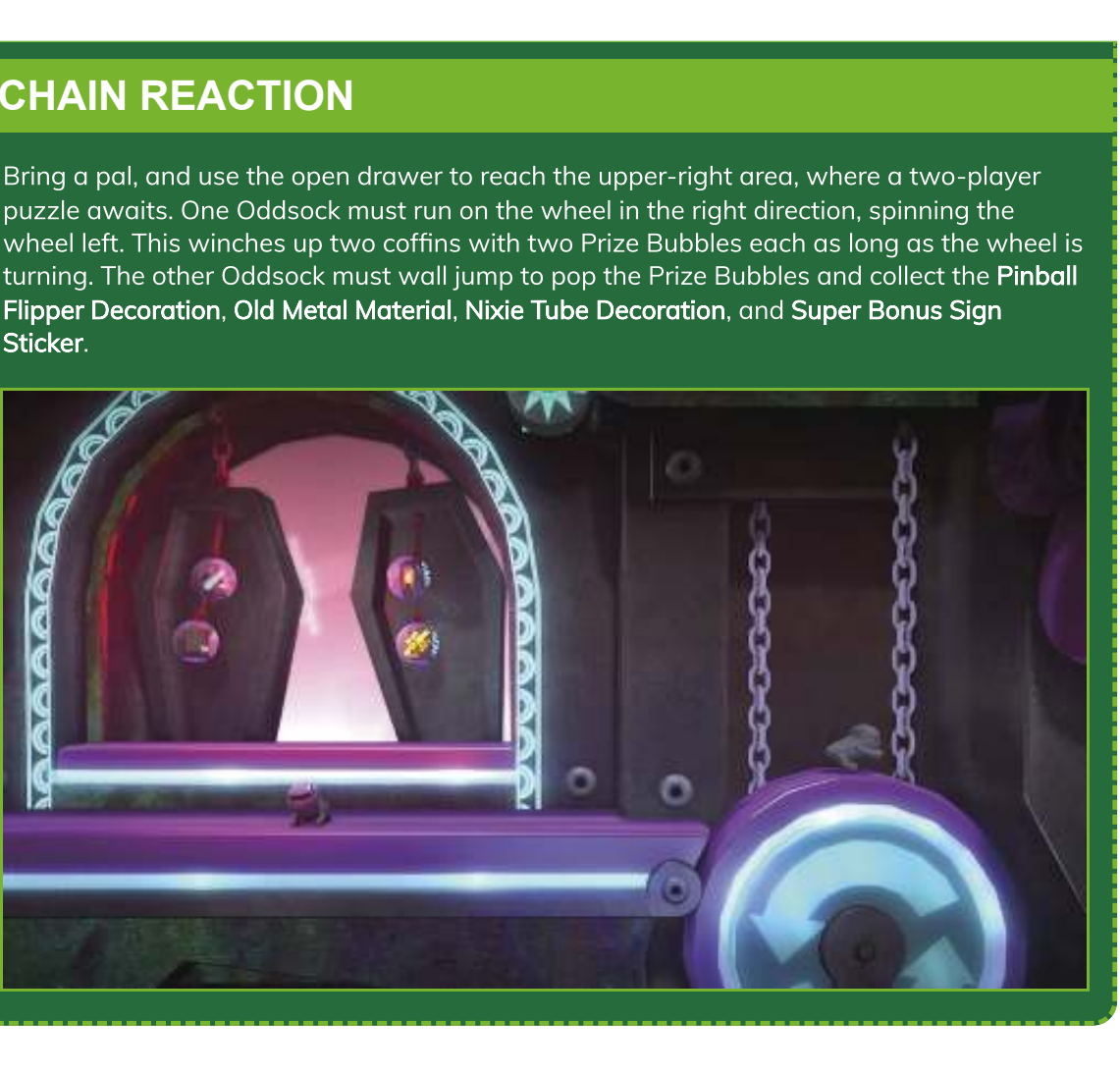


Run up the wall to the right, wall jumping left to reach the next Checkpoint. A crazed skull periodically emerges from a drawer above the Checkpoint. Wall jump to reach the lower pinball bumper, then wall jump from the open drawer when it protrudes to reach the next bumper.

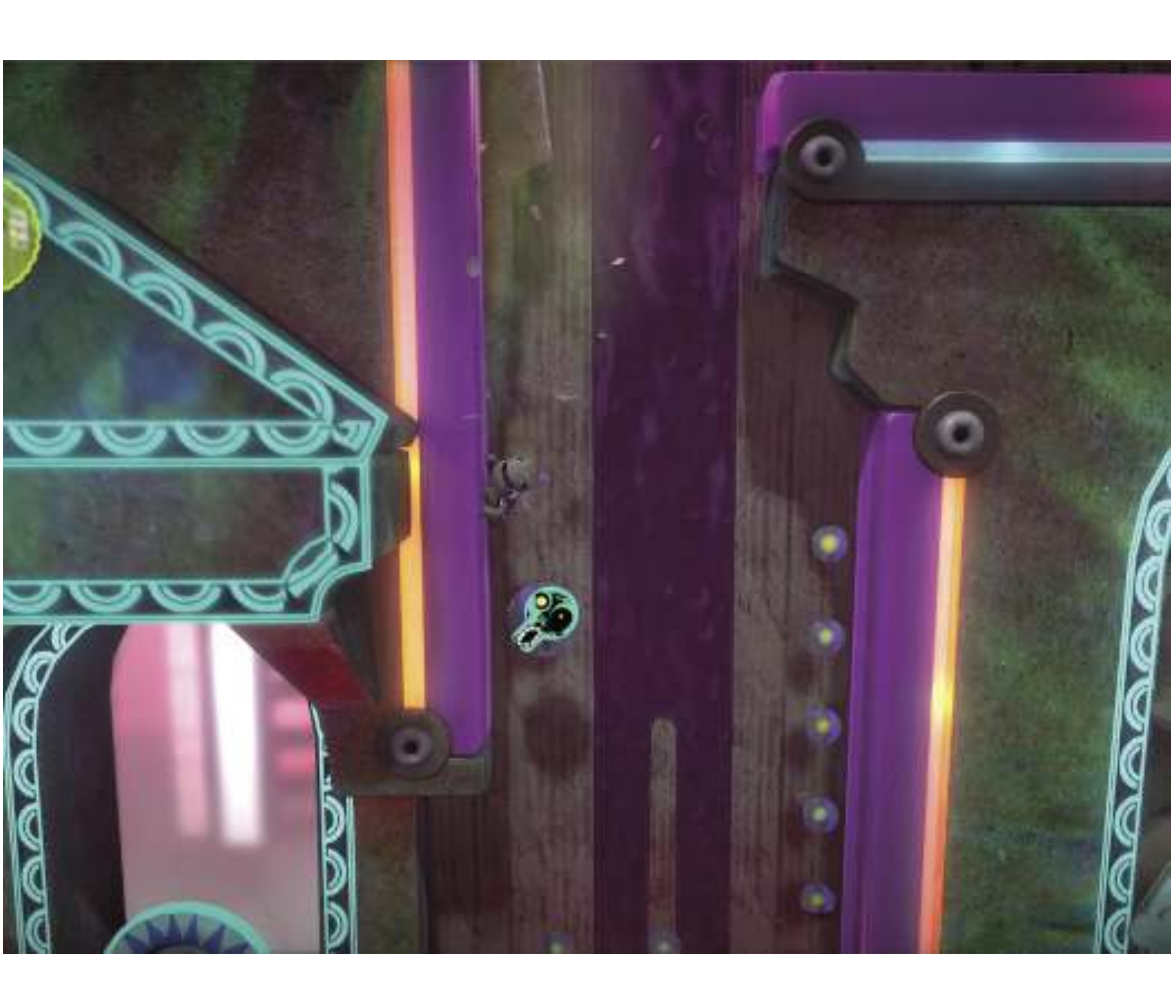


CHAIN REACTION

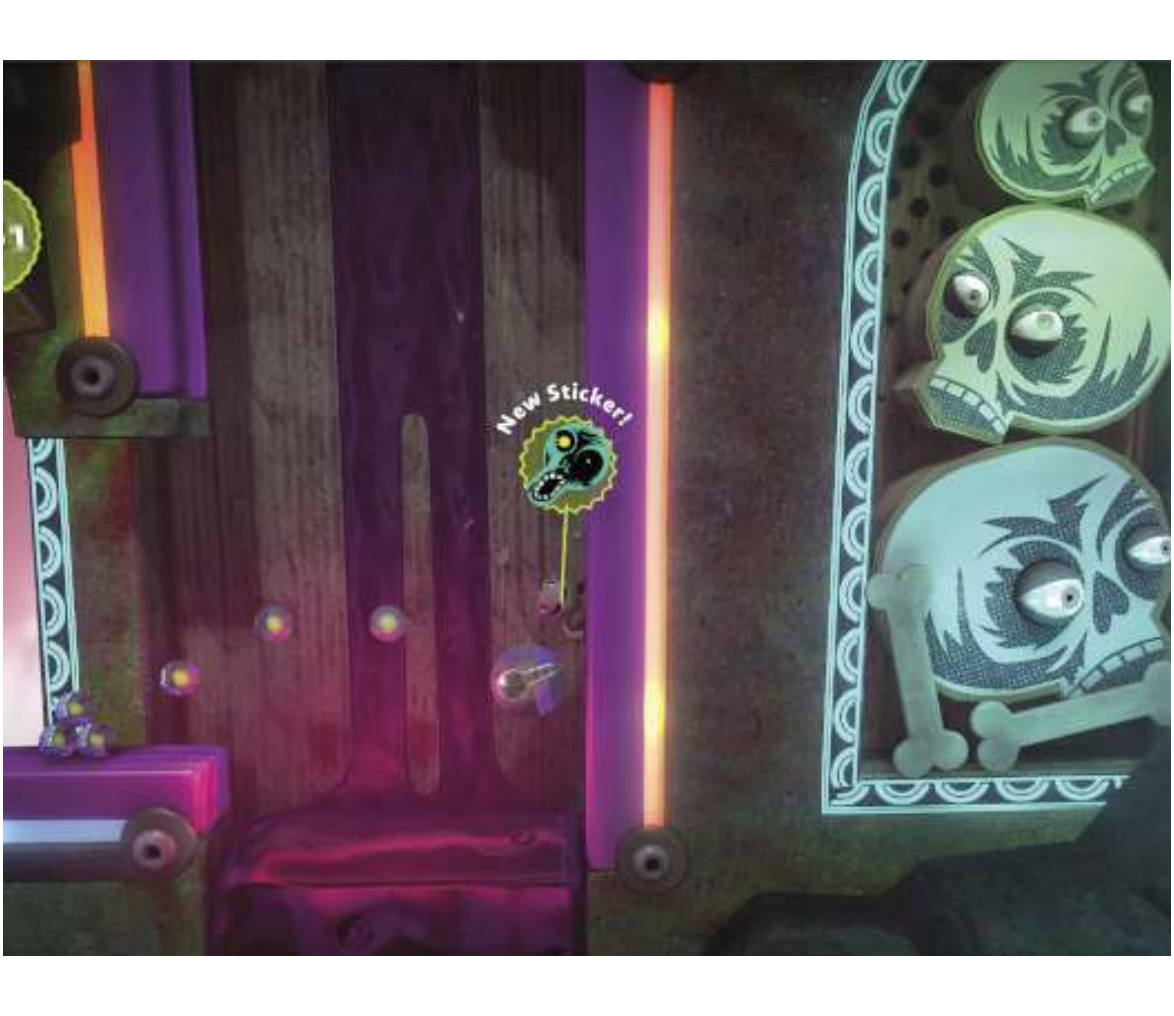
Bring a pal, and use the open drawer to reach the upper-right area, where a two-player puzzle awaits. One Oddsock must run on the wheel in the right direction, spinning the wheel left. This winches up two coffins with two Prize Bubbles each as long as the wheel is turning. The other Oddsock must wall jump to pop the Prize Bubbles and collect the **Pinball Flipper Decoration**, **Old Metal Material**, **Nixie Tube Decoration**, and **Super Bonus Sign Sticker**.



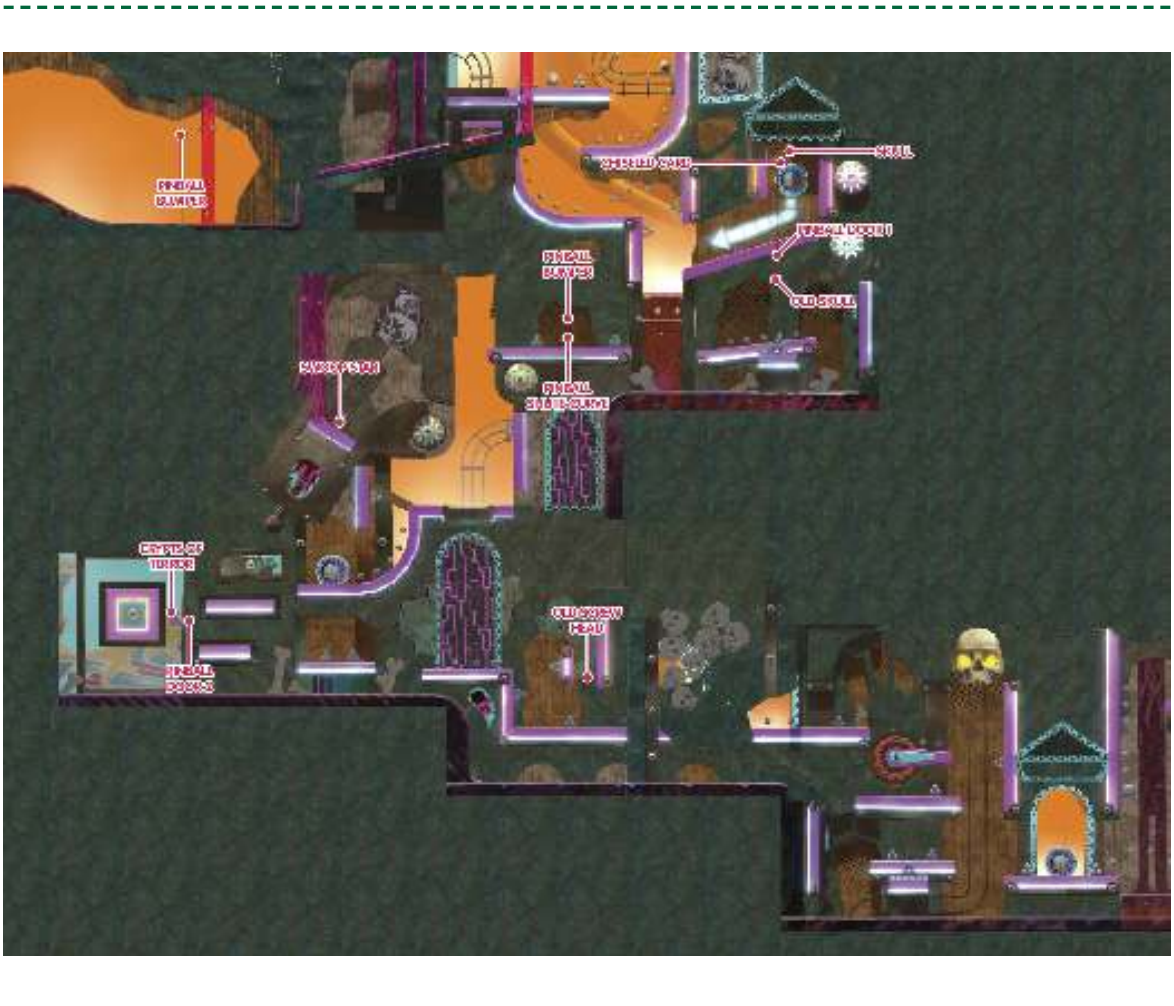
From the top bumper, jump to the left. Don't just drop down the gap ahead; that leads to doom! Cling to the far wall and slide down it, popping a Prize Bubble holding the **Zombie Head Sticker**.



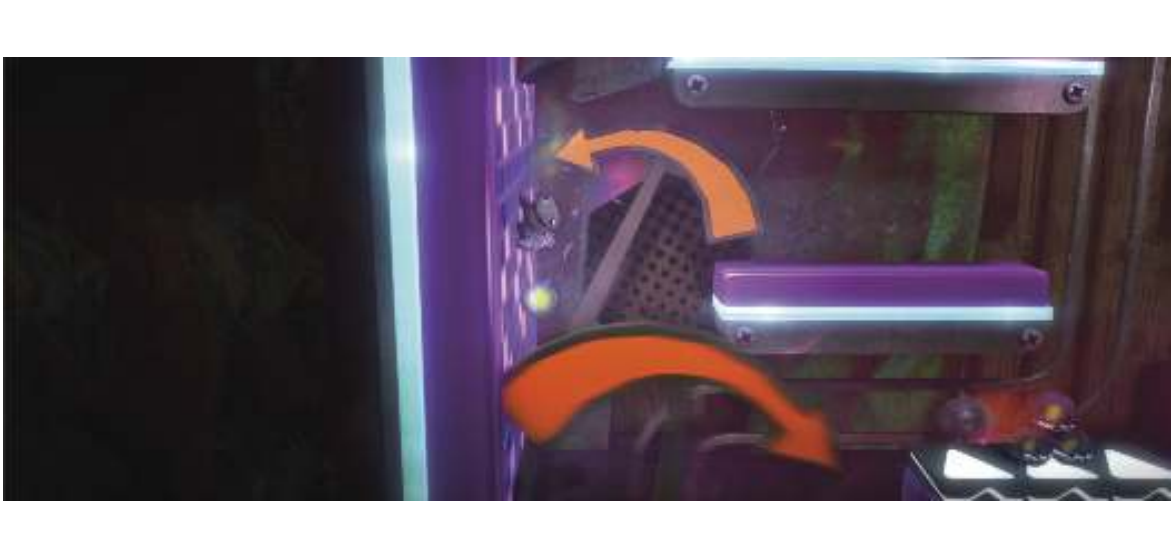
Before running out of wall, jump off to the right, and cling to that wall. Again, slide down to pop a Prize Bubble. This one bears the **Pinball Release Lever Decoration**.



Ooh, Shiny!

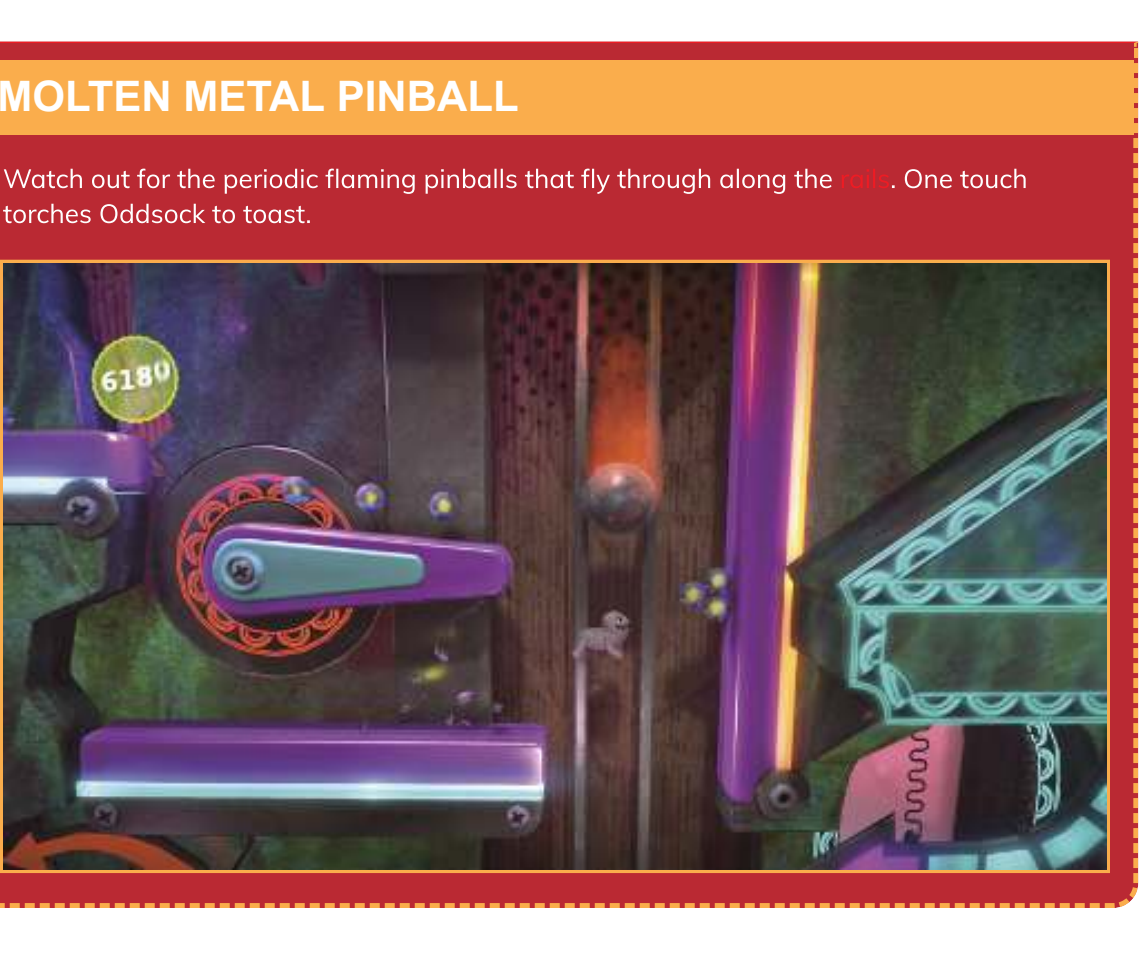


Zip along past the Checkpoint, and hop onto the next series of platforms. The shimmering wall ahead allows for some really nifty clinging. Jump toward it, and Oddsock slides straight into the foreground. Leap off onto the Layer Launchers to reach the next level up in the background.

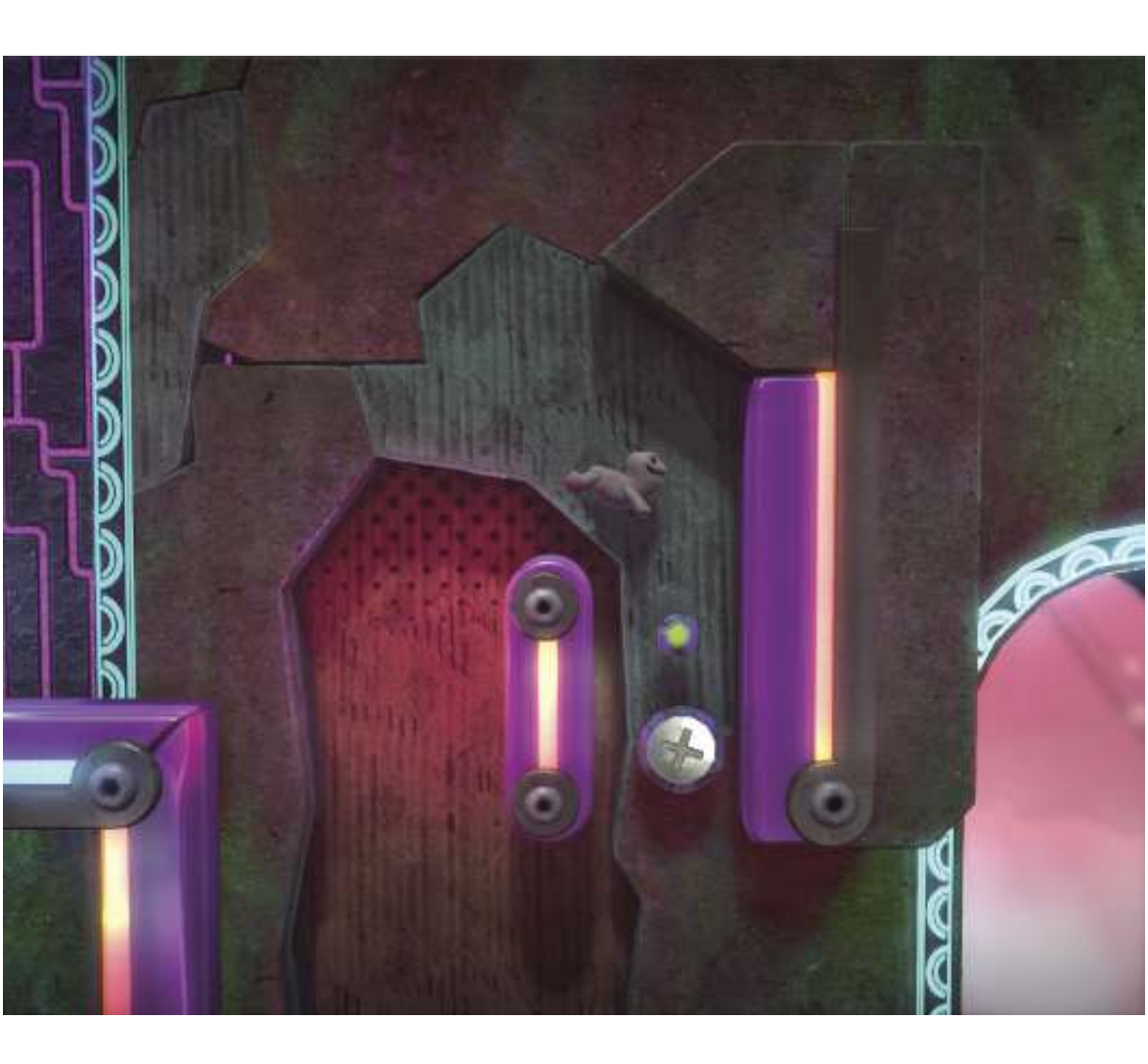


MOLTEN METAL PINBALL

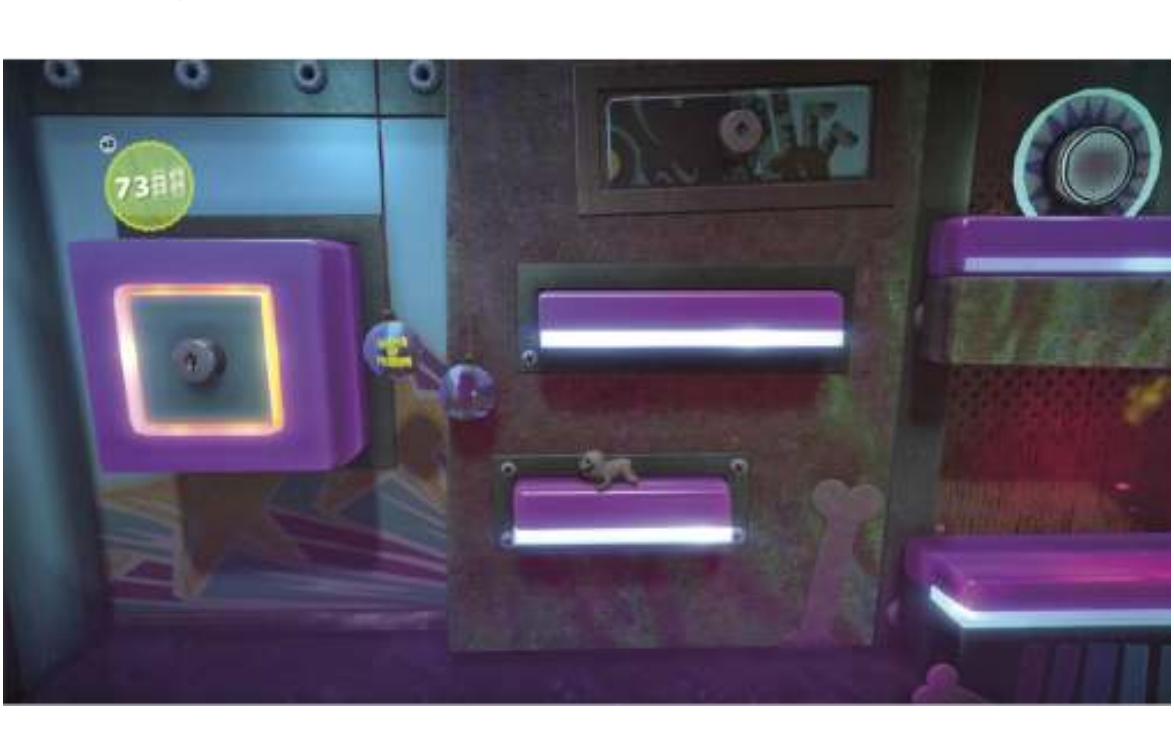
Watch out for the periodic flaming pinballs that fly through along the rails. One touch torches Oddsock to toast.



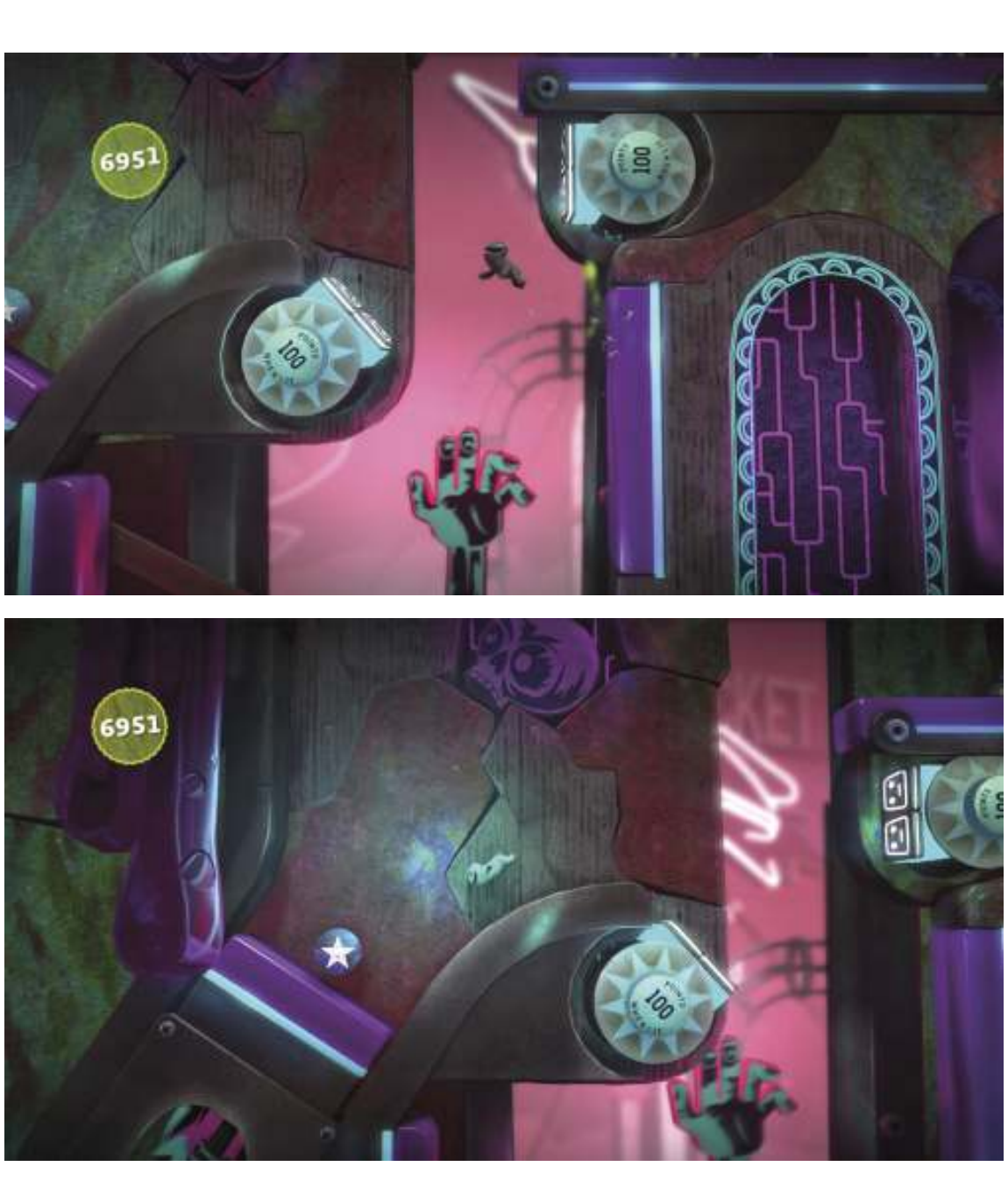
Wall jump your way up to the left, and keep heading in that direction. Two quick wall jumps get you up higher. But, once there, use the elevation to leap and reach a Prize Bubble snugly tucked between walls. Rupture it to receive the **Old Screw Head Decoration**.



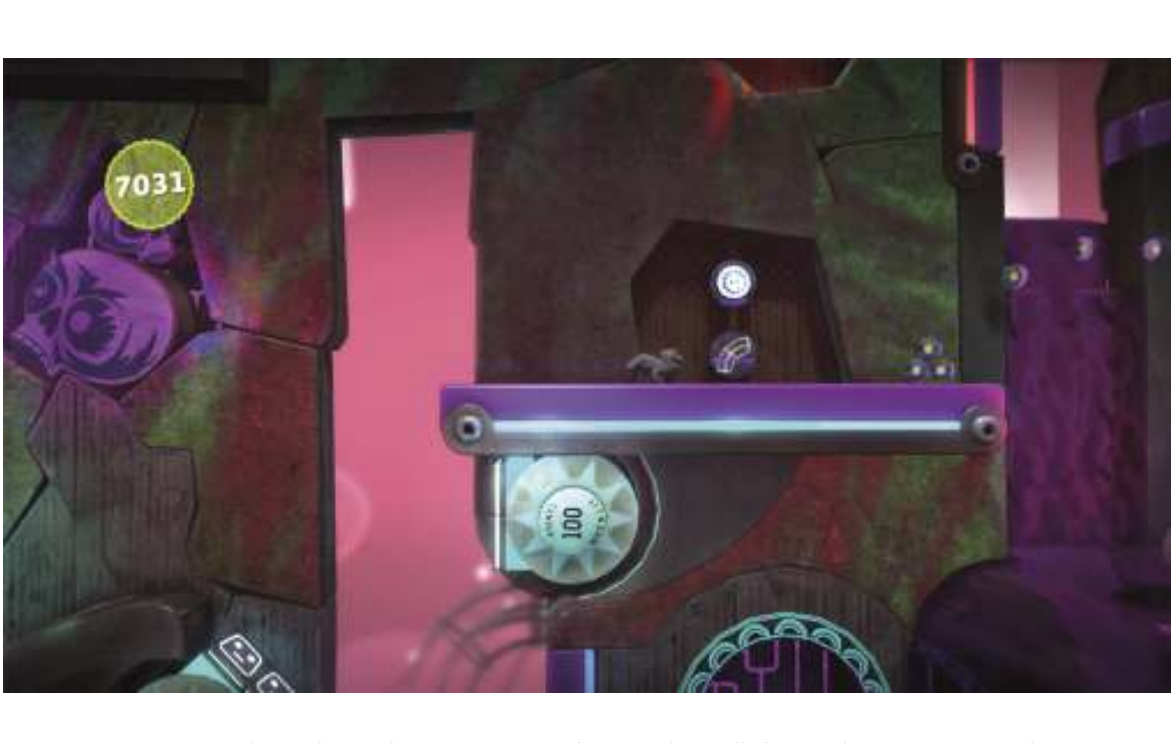
As Oddsock resumes course to the left, several platforms that periodically recede into the wall stop him short. Wait for them to emerge, then run along the bottom one, wall jump to the top one, and hit the Checkpoint before the platforms retract. Be sure to pop the two Prize Bubbles offering the **Crypts of Terror Sticker** and **Pinball Door 2 Decoration**.



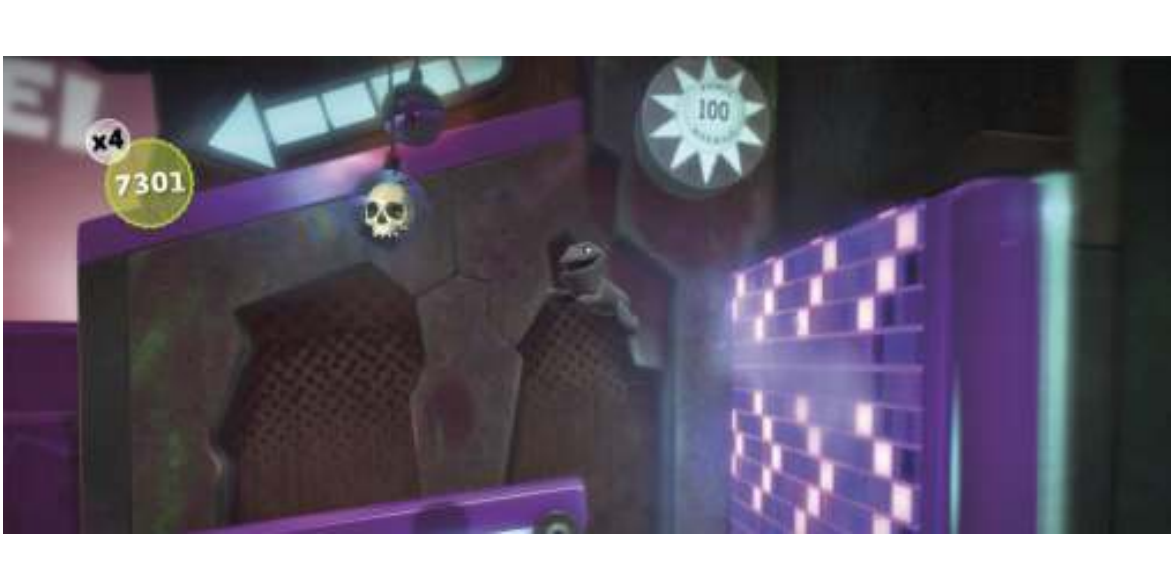
Run up the wall to the right of the Checkpoint, wall jump, land on the Bounce Pads, guide Oddsock to the right wall, cling to the right wall, and wall jump onto another pair of Bounce Pads that knocks Oddsock into yet another set of Bounce Pads. Oddsock comes to a brief stop after landing in a Prize Bubble holding the **Swoop Star Sticker**.



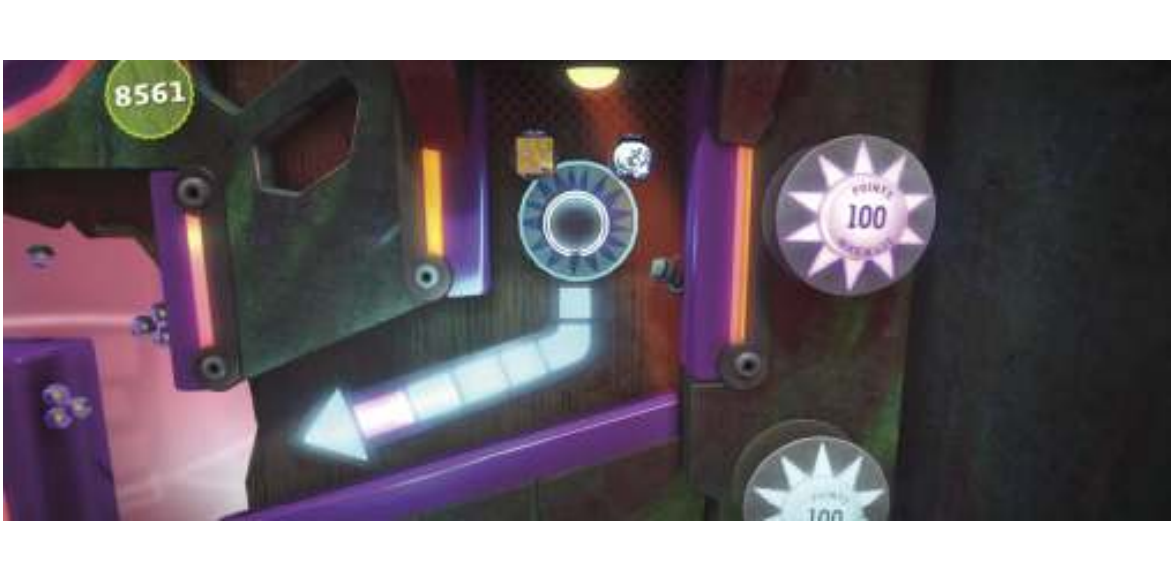
After only a brief pause, the platform underfoot launches Oddsock up to where two Prize Bubbles are in easy range of popping. They award the **Pinball Bumper Sticker** and **Pinball Shute-Curve Object**.



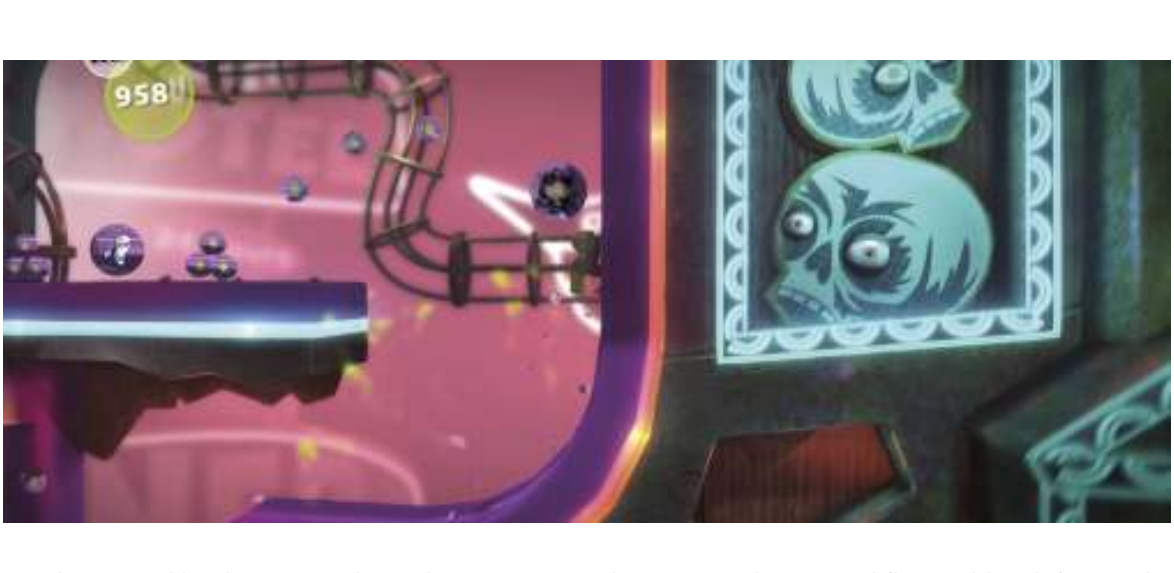
Keep on running to the right and jump against the purple wall there, clinging to it until arriving in the foreground and wall jumping off onto the waiting Layer Launchers. Oddsock is shot through two Prize Bubbles and nets the **Old Skull Object** and **Pinball Door 1 Decoration**.



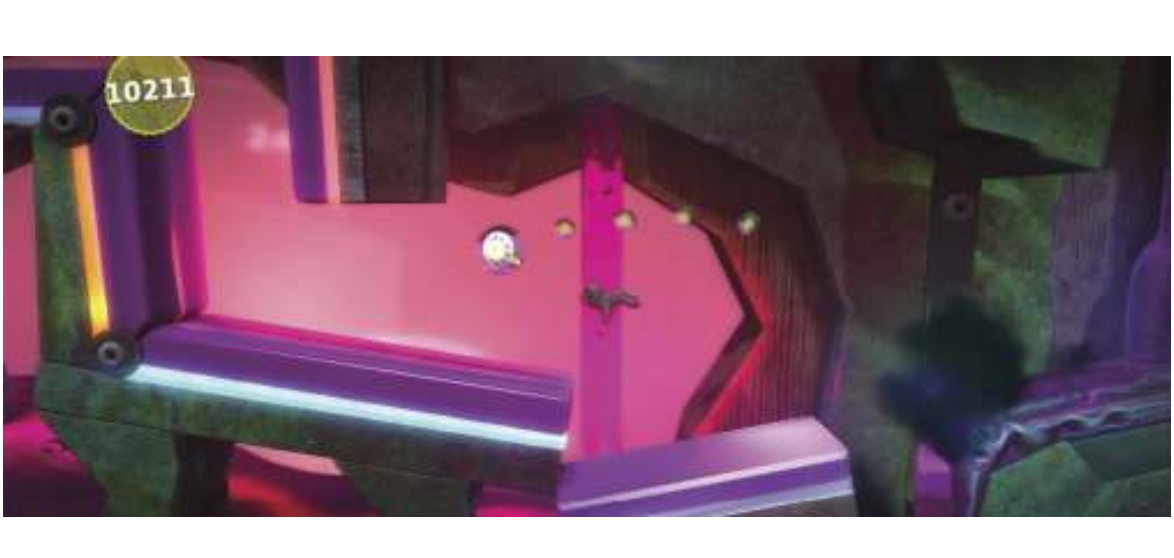
Wall jump back and forth at this next Checkpoint to reach the two Prize Bubbles above that secure the **Chiseled Card Material** and **Skull Sticker**.



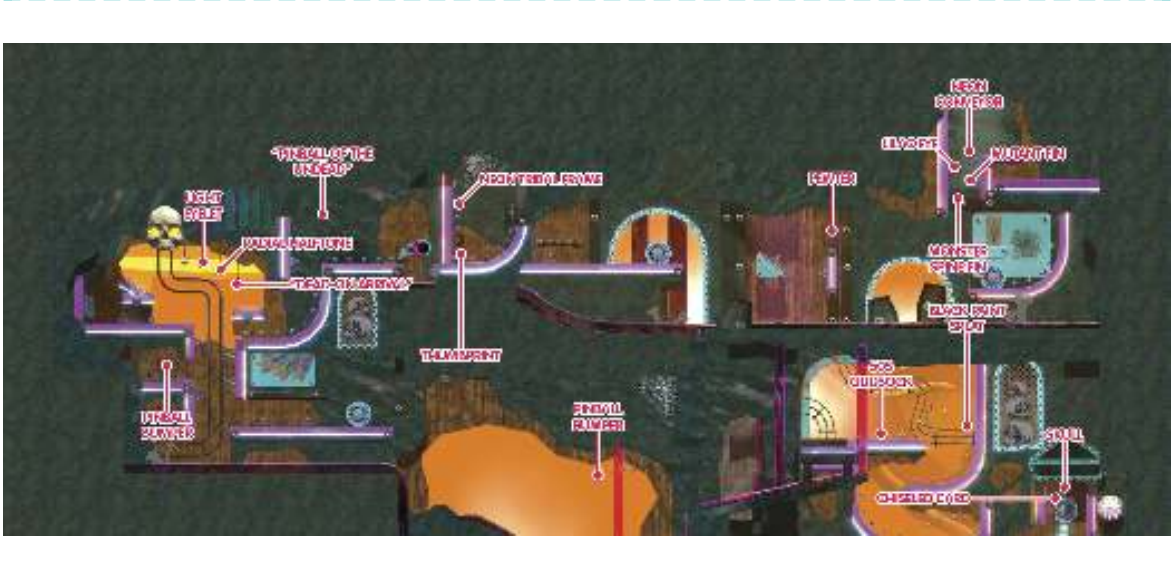
Follow the arrow to the left, wall jump twice quickly, and then run up the wall to the left. Wall jump again, and run up the curved ground into a Prize Bubble that yields the **Black Paint Splat Sticker**. Wall jump off and run through another Prize Bubble, this one home to the **50s Oddsock Sticker**.



It only seems like there's no place else to go. Past the arrows, the ground flips Oddsock forward onto a sliding purple platform. It picks up speed quickly, so be prepared to jump off to the left through a Prize Bubble before the platform falls out from under Oddsock. This close call at least gets you the **Pinball Bumper Decoration**.

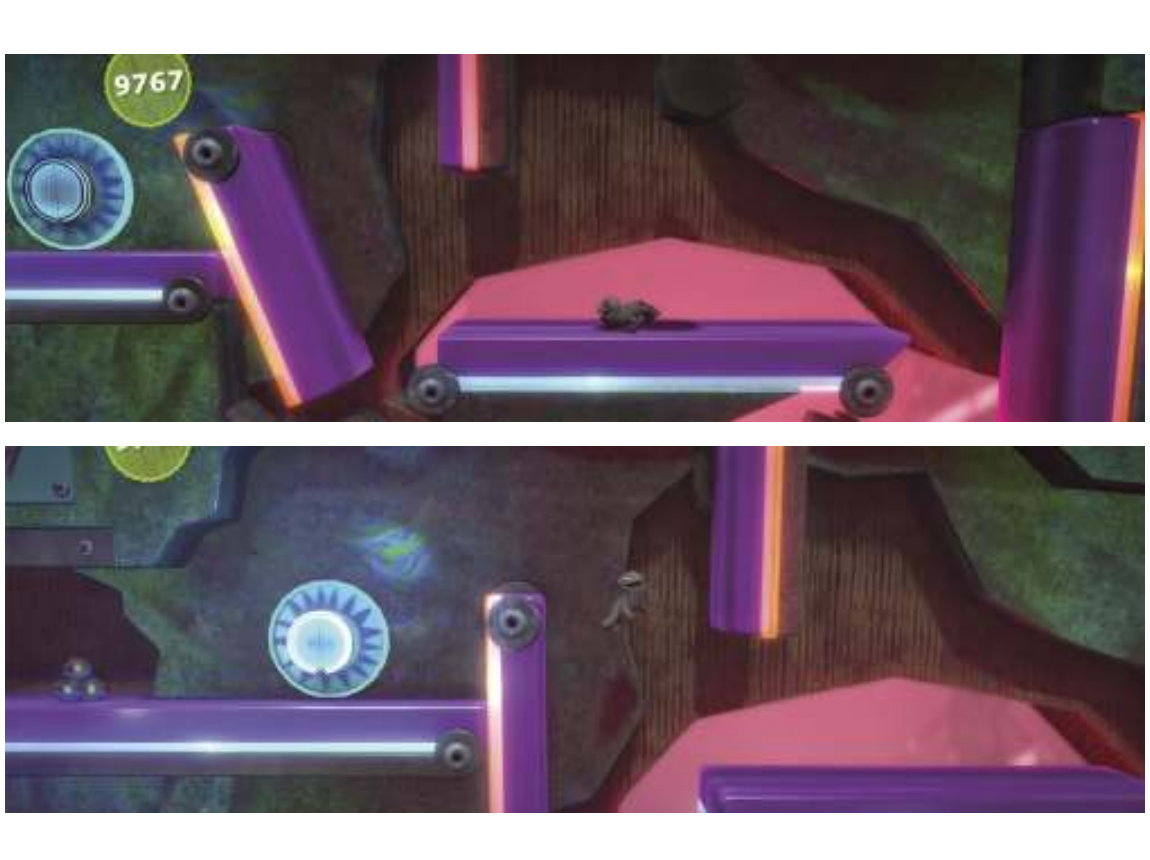


GOING TO PIECES

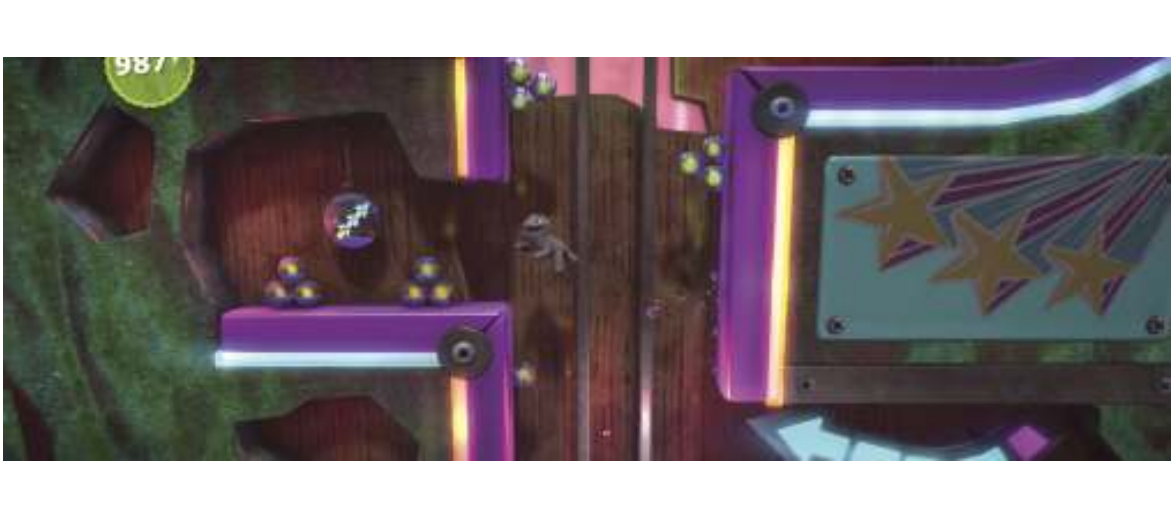


THE WAY THE COOKIE CRUMBLES

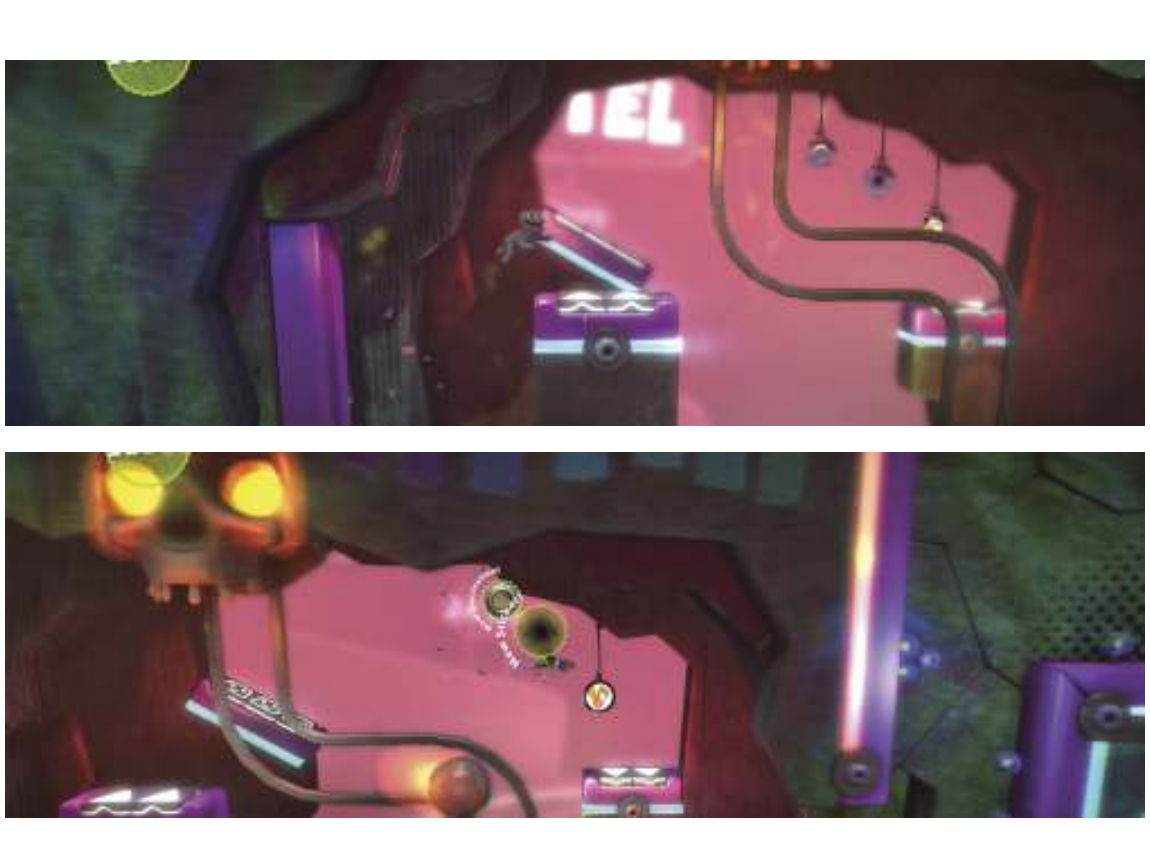
That purple platform falling has thrown everything out of whack. Don't hesitate, or Oddsock won't have any floors to run on, much less walls to jump off of. The following diagrams show the route necessary for survival.



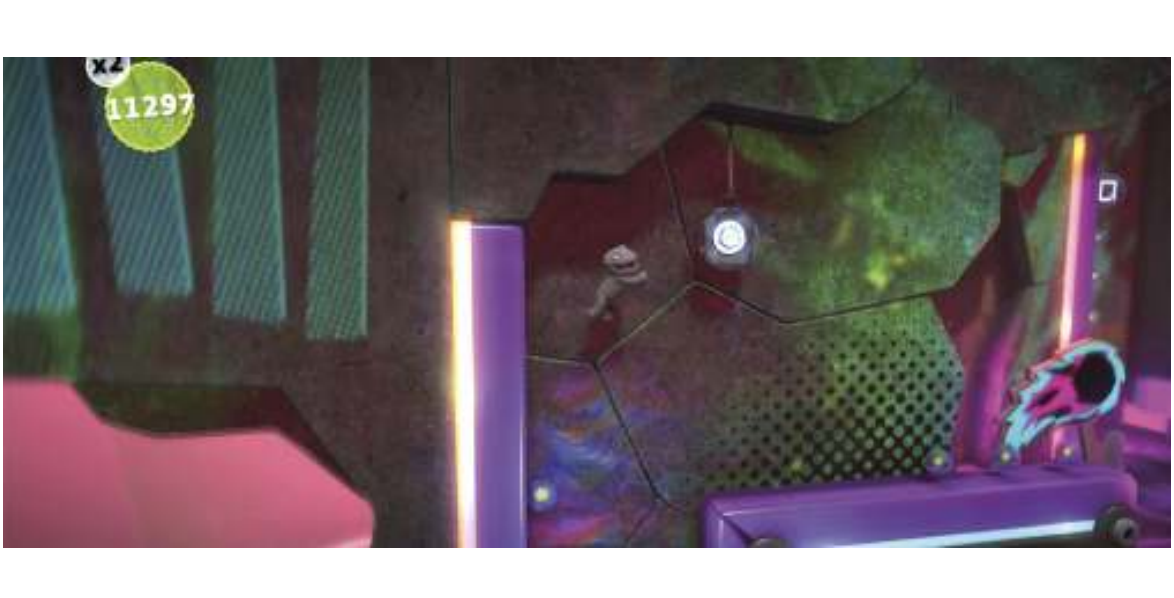
It may cost precious moments, but you know you want the Prize Bubble here. Try to burst it without breaking pace, and scoop up the **Pinball Multiplier Sticker**. Beware the burning pinballs rolling about, though.



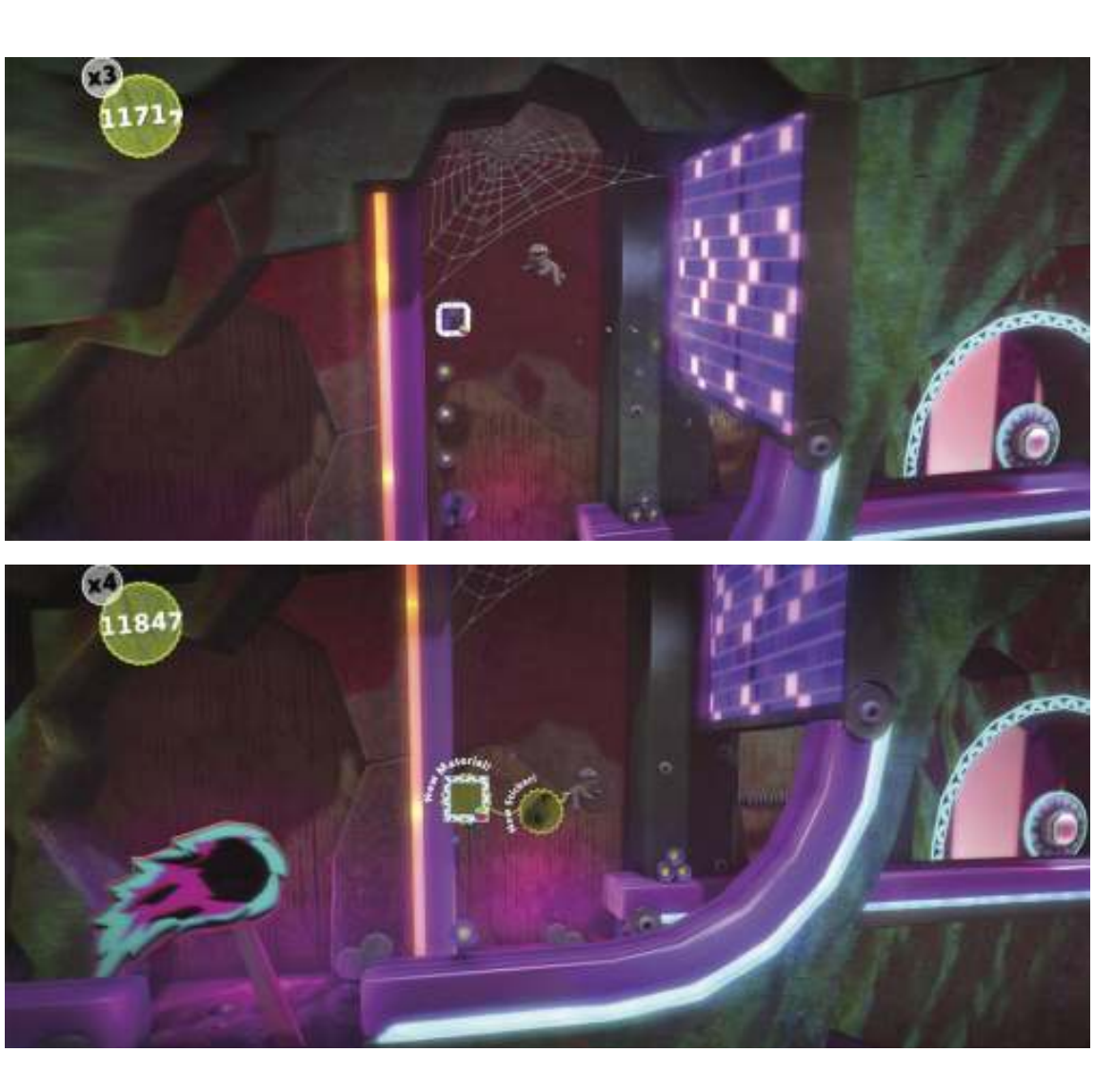
Upon reaching the top here, Oddsock can catch his breath. Jump to the left, and wall jump onto the Layer Launchers. This bounces Oddsock into the background, through three Prize Bubbles, and back to the foreground. You can admire the **Light Eyelet Decoration**, **Radial Halftone Sticker**, and **"Dead-On Arrival" Audio**.



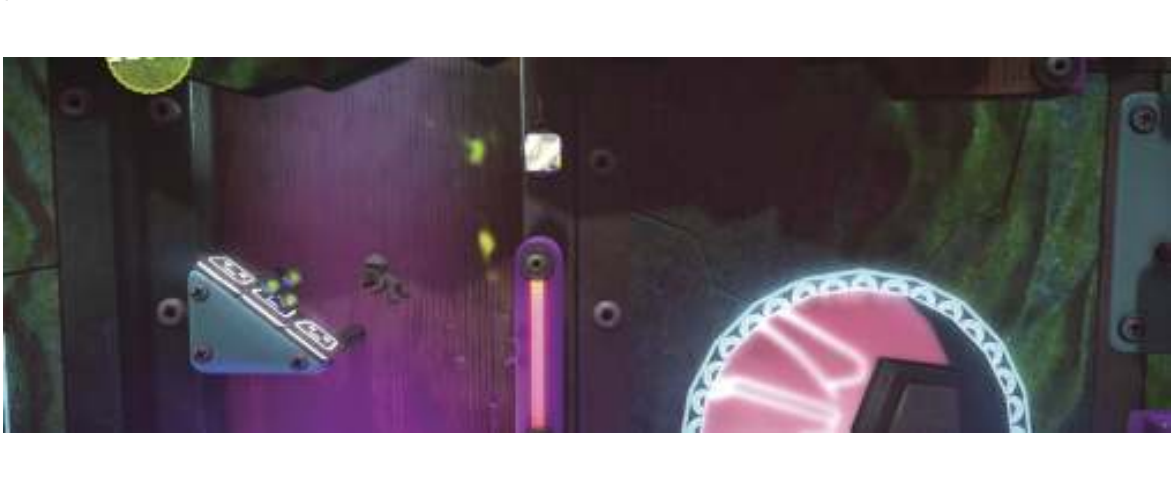
Continue to the right and up, wall jumping to reach another Prize Bubble. Groove to the sound of the **"Pinball of the Undead" Audio** now in your possession.



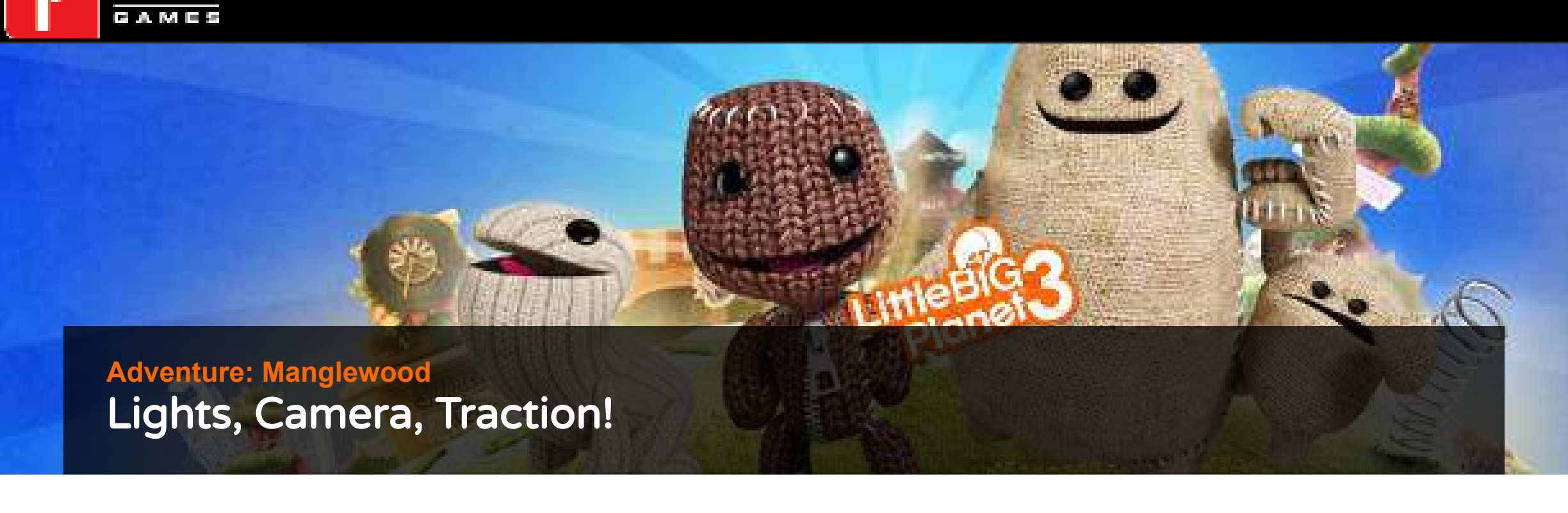
Run up the wall to the right, slide along the purple wall into the background, wall jump onto the left wall, and pop two Prize Bubbles while sliding down. Make sure to wall jump before falling too low to claim your **Neon Tribal Frame Material** and **Thumbprint Sticker** rewards without too great a cost.



Past the next Checkpoint, there's a sudden shortage of solid ground. Catch a ride on the platforms gliding down the purple stream. Wall jump onto the Bounce Pads to be flung through the high-up Prize Bubble containing the **Pewter Material**, and land safely on the same platform.

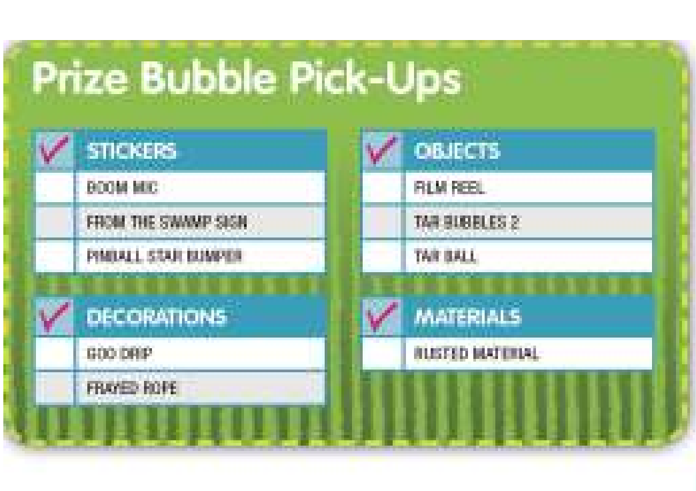


As Oddsock wall jumps to reach the Bounce Pads above the Checkpoint, the boost they provide sends him up into a series of wall jumps through Prize Bubbles. By the time he lands, the Popit benefits from the addition of the **Monster Spine Fin Decoration**, **Mutant Fin Decoration**, **Lilac Eye Sticker**, and **Neon Conveyor Material**.



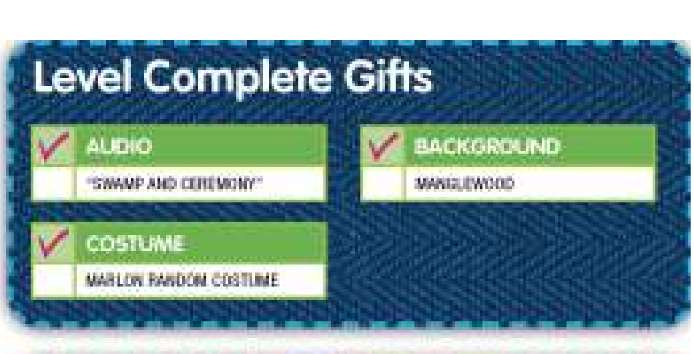
Adventure: Manglewood

Lights, Camera, Traction!



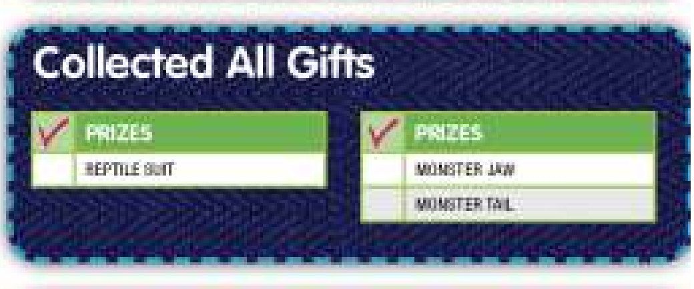
Prize Bubble Pick-Ups

☑ STICKERS	☑ OBJECTS
☐ BOOM MIC	☐ FILM REEL
☐ FROM THE SWAMP SIGN	☐ TAR BUBBLES 2
☐ PINBALL STAR BUMPER	☐ TAR BALL
☑ DECORATIONS	☑ MATERIALS
☐ GOO DRIP	☐ RUSTED MATERIAL
☐ FRAYED ROPE	



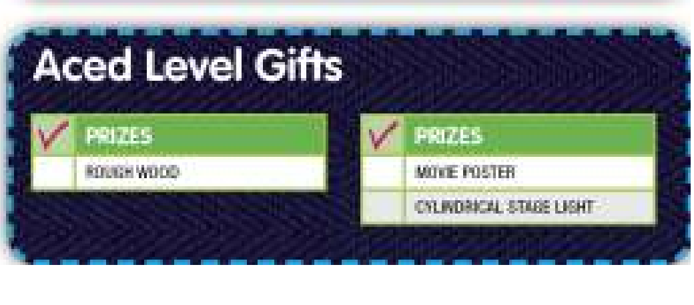
Level Complete Gifts

☑ AUDIO	☑ BACKGROUND
☐ "SWAMP AND CEREMONY"	☐ MANGLEWOOD
☑ COSTUME	
☐ MARLON RANDOM COSTUME	



Collected All Gifts

☑ PRIZES	☑ PRIZES
☐ REPTILE SUIT	☐ MONSTER JAW
	☐ MONSTER TAIL



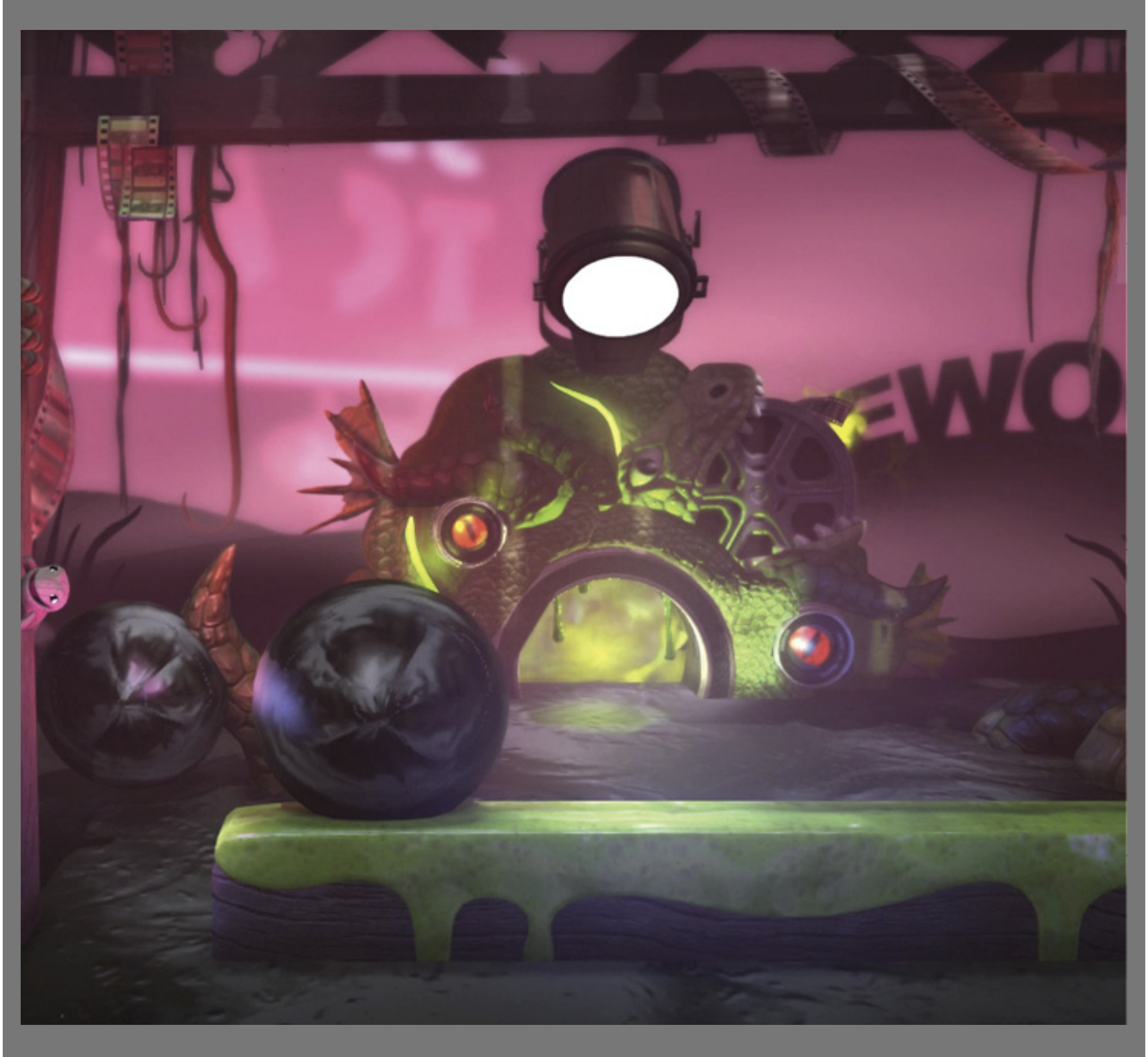
Aced Level Gifts

☑ PRIZES	☑ PRIZES
☐ ROUGH WOOD	☐ MOVIE POSTER
	☐ CYLINDRICAL STAGE LIGHT

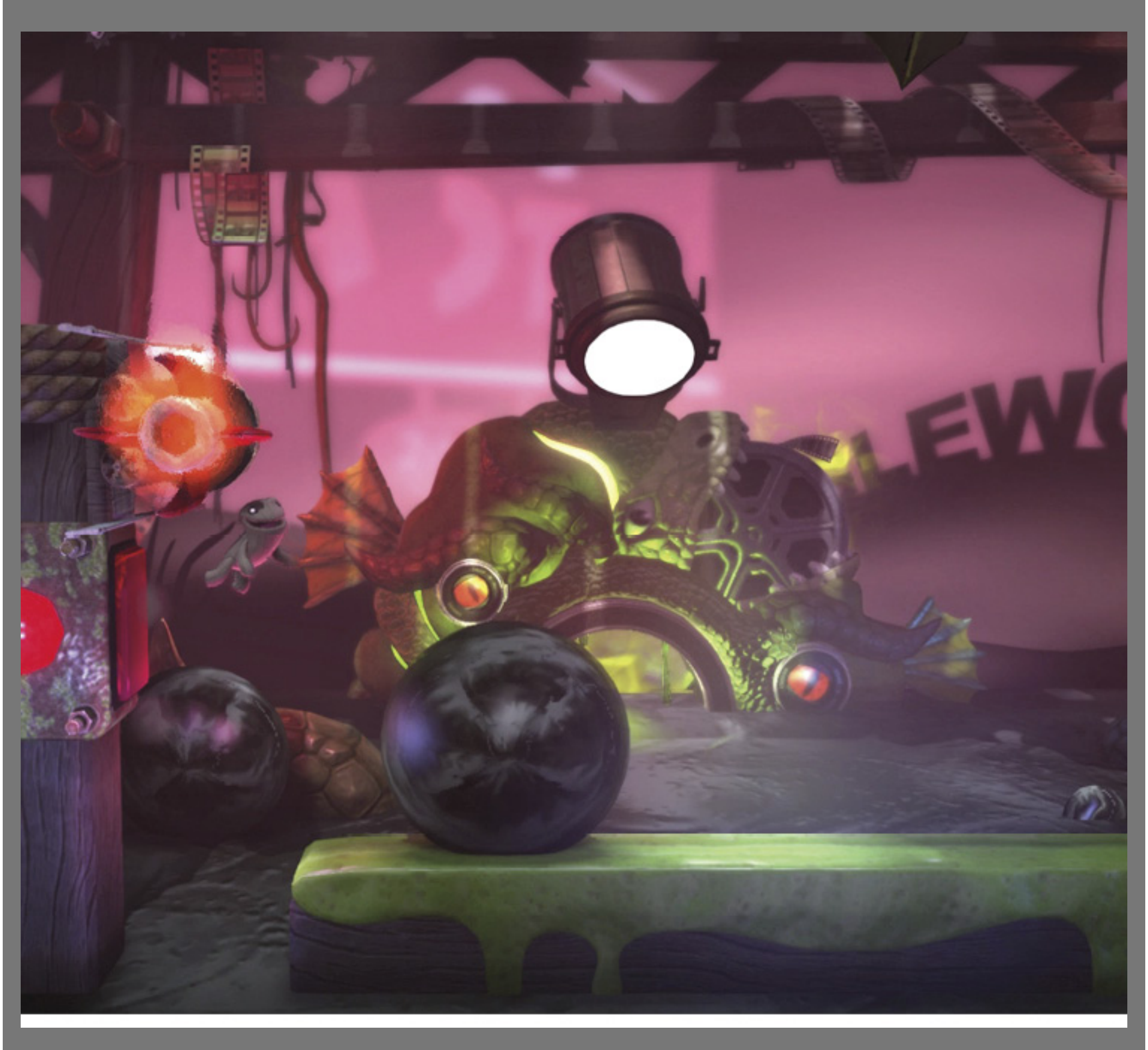
The Titan has manifested itself as a hideous sea creature that can always guarantee the spotlight is on itself, quite literally. As Oddsock, agility is the key to defeating this monstrosity and capturing the Titan in its rightful prison.

PIER PRESSURES

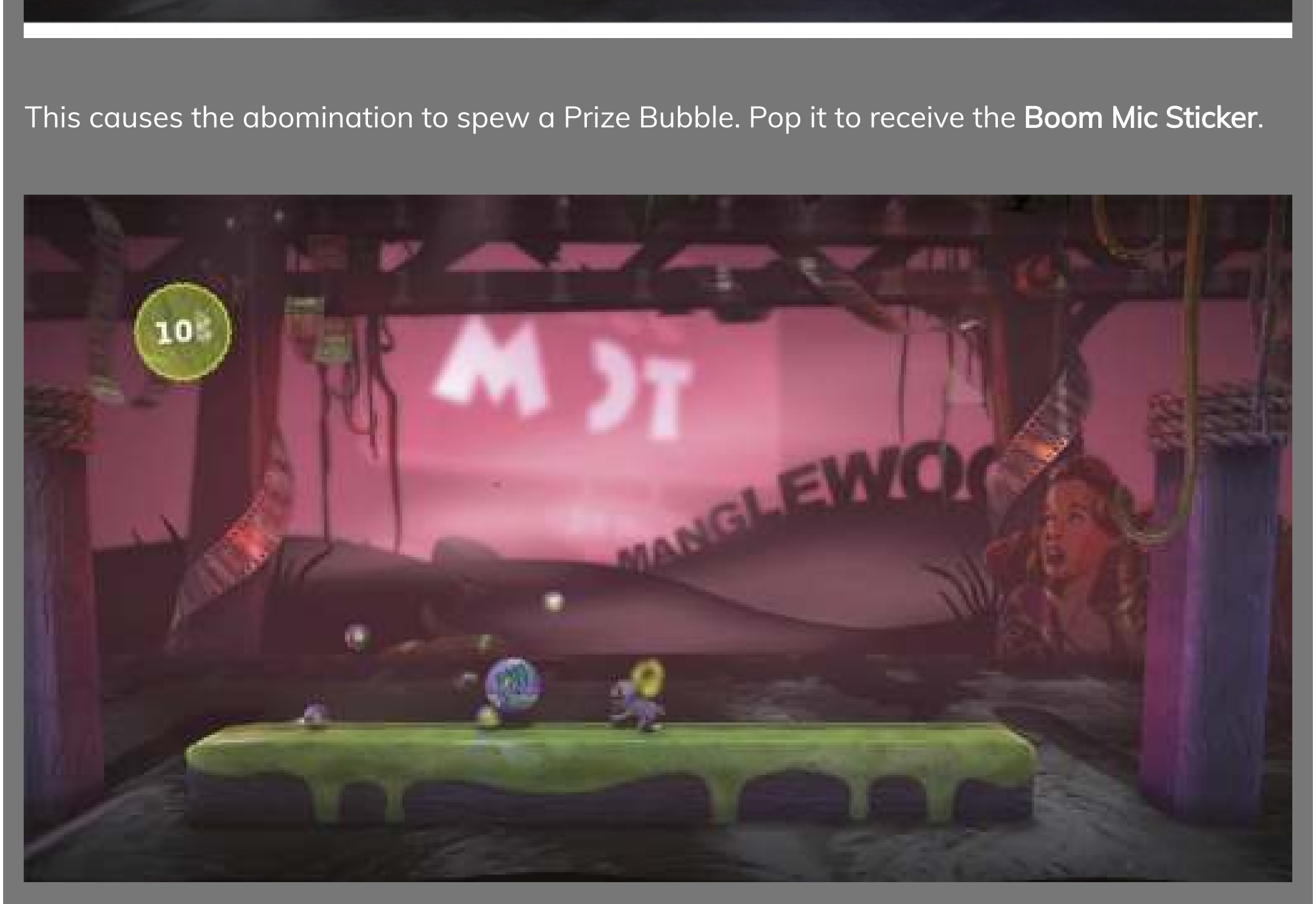
The tentacles of the beast dredge up deadly balls of tar from the murky depths below. Wall jump off of the wooden posts emerging from the waters nearby to leap over the danger.



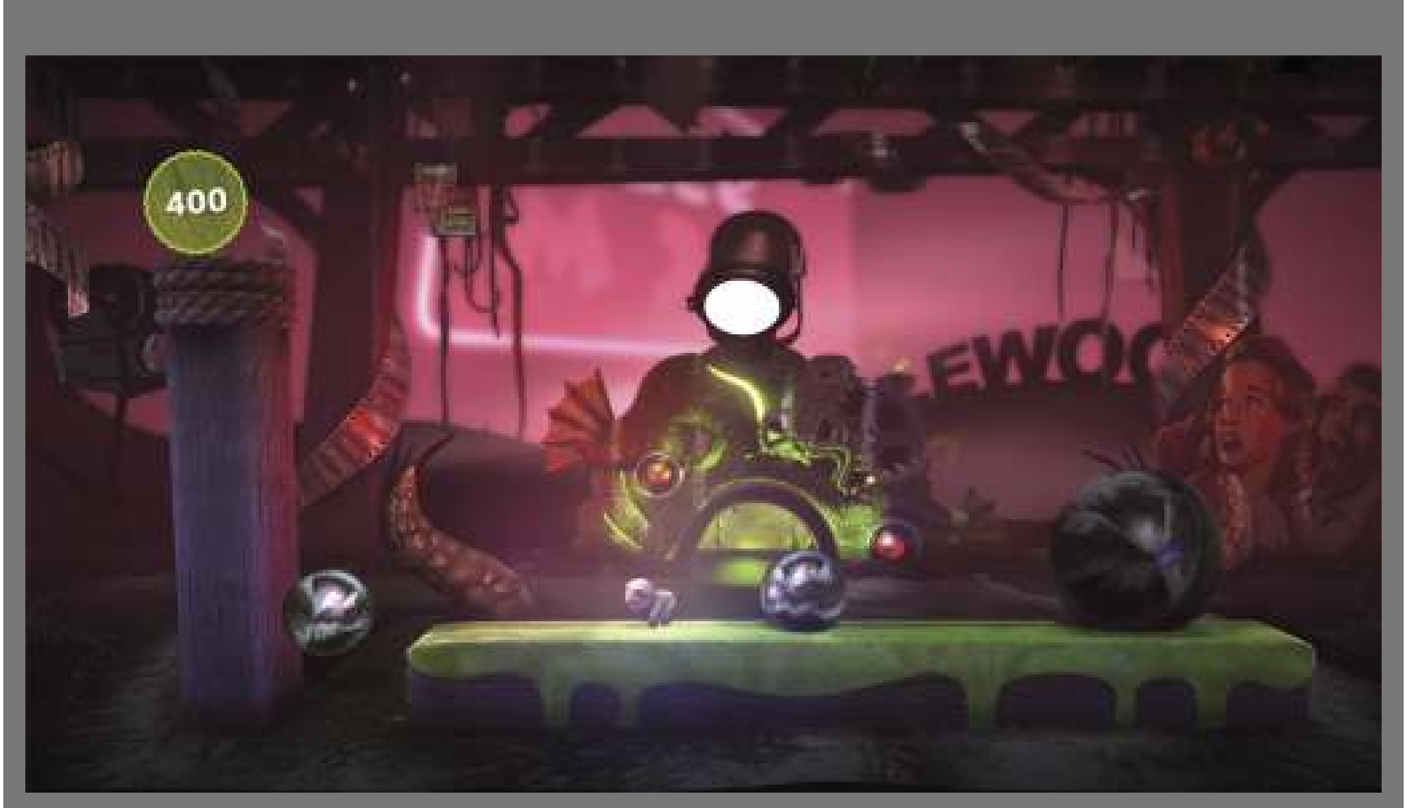
A big red button appears on the wooden surface. Continue dodging the balls until you can wall jump off the button to launch the attached missile at the Titan.



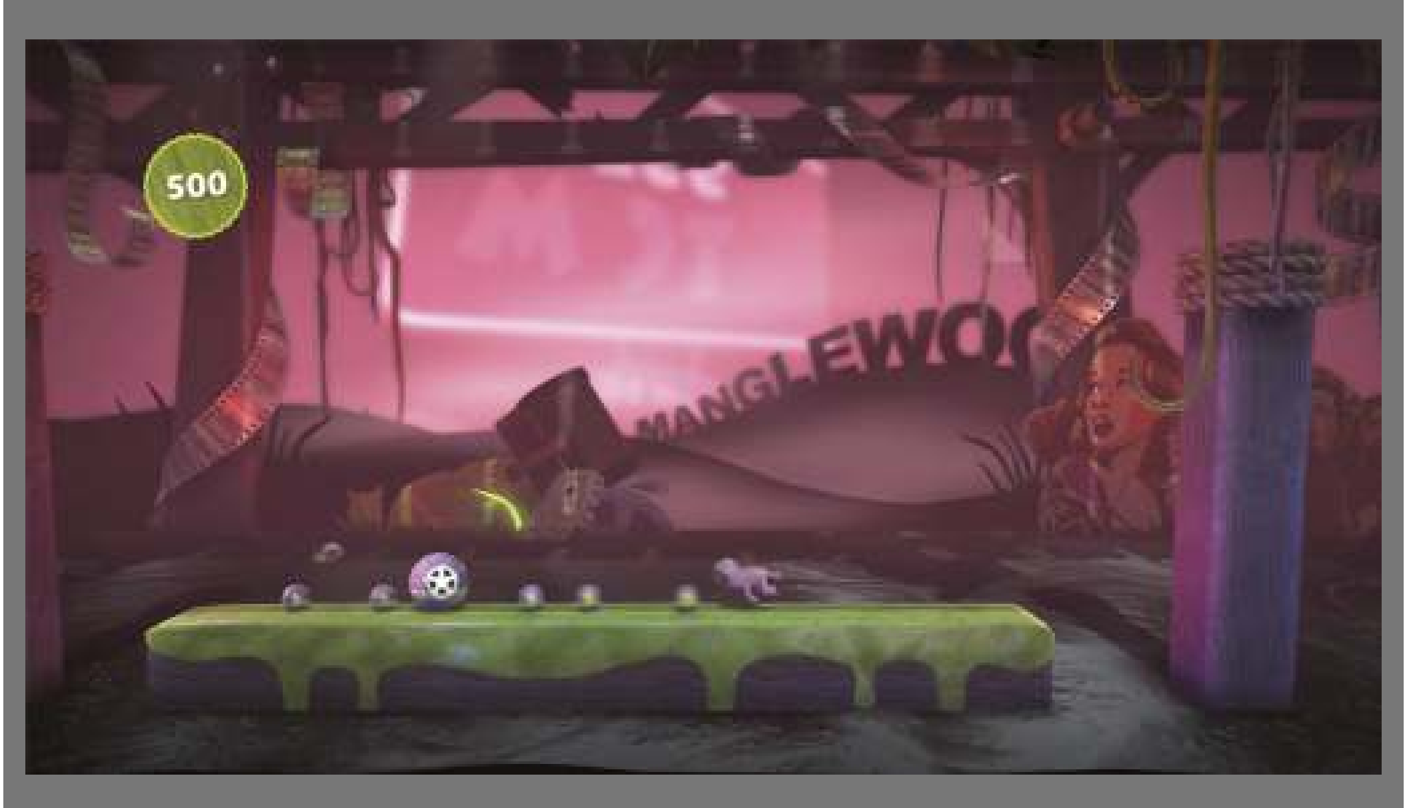
This causes the abomination to spew a Prize Bubble. Pop it to receive the **Boom Mic Sticker**.



The Titan increases its rate of attack and now also rolls out smaller balls of lethal tar. Avoid touching them until another missile opportunity presents itself.

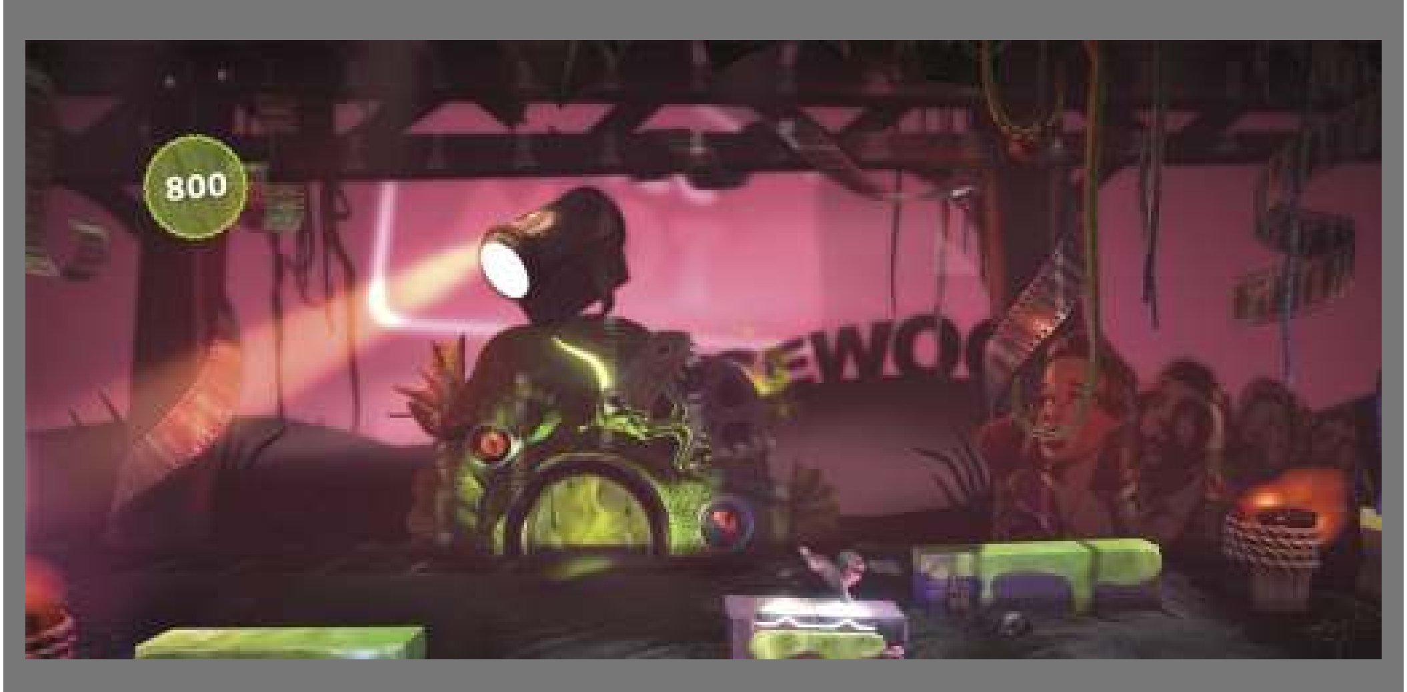


Wall jump again into the button to blast the Titan again, and once more, receive a Prize Bubble for your trouble. It's got the **Film Reel Object** inside of it.

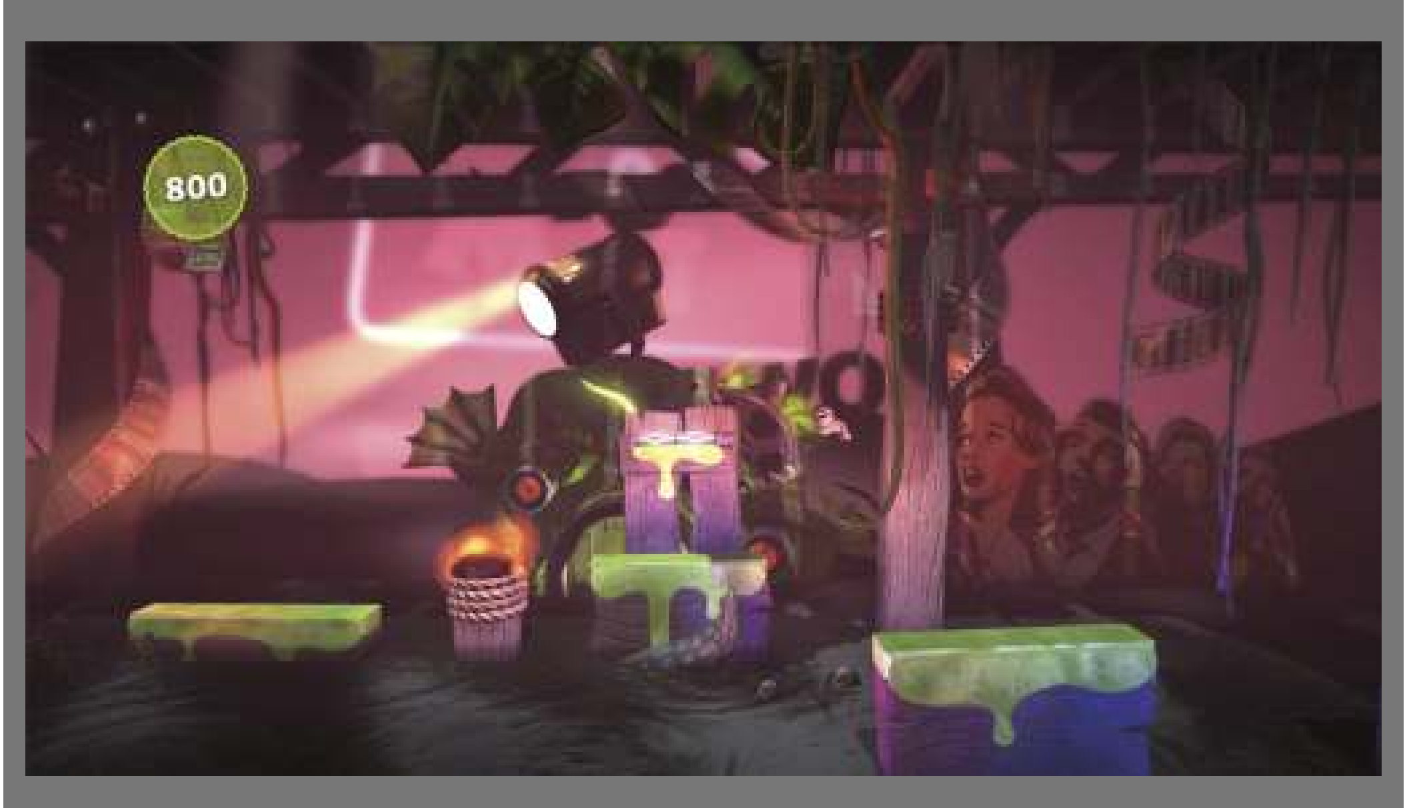


The Right Way

The Titan is none too pleased and uses its appendages to start destabilizing Oddsock's footing. Run to the right, and navigate the platforms.

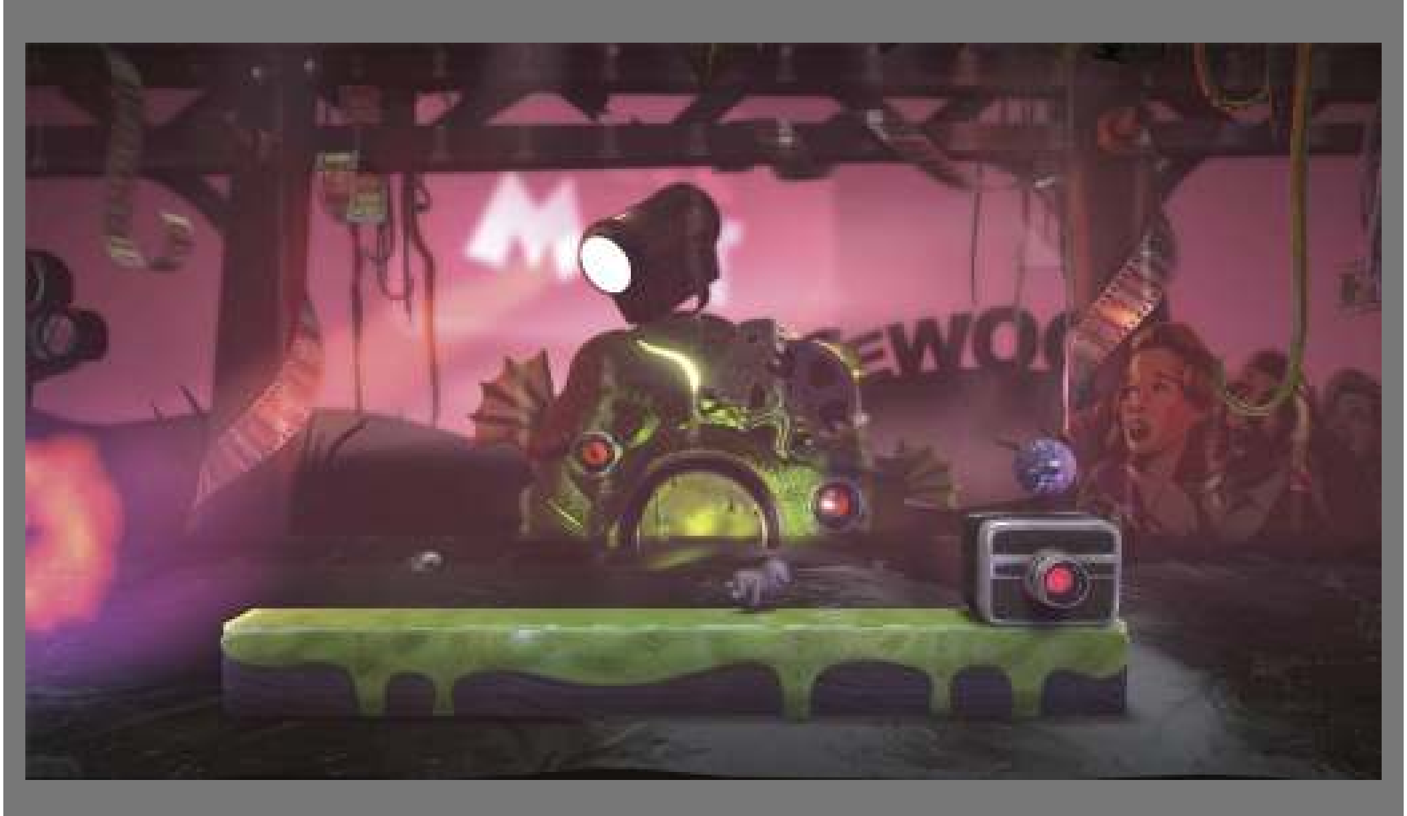


Leap over the flames, hop onto a Layer Launcher, vault over more flames, wall jump onto Layer Launchers, and return to the foreground. Jump two more platforms to the right, and things finally settle down.



UNSTABLE FILM STOCK

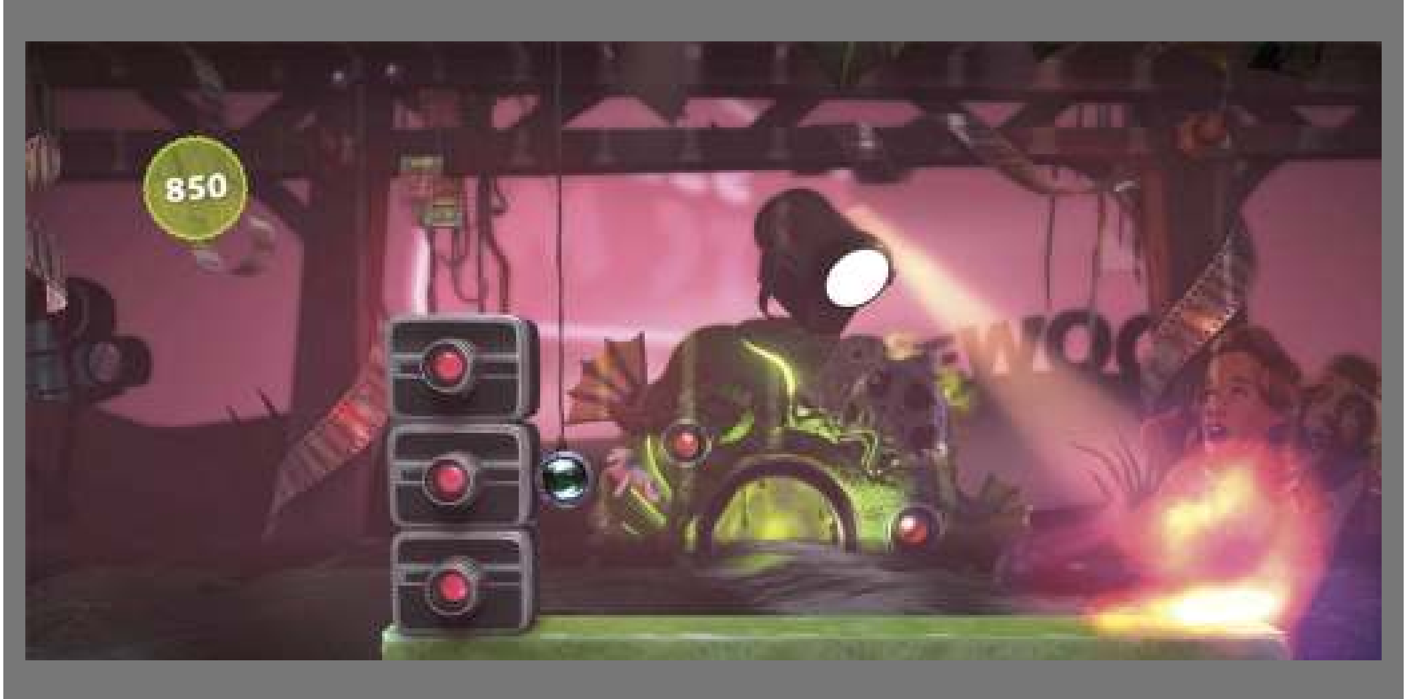
The Titan now resorts to the leftover cameras littering the studio. One drops into place on the right, with a Prize Bubble above it. Quickly seize the brief opportunity to pop the Prize Bubble for its **Tar Bubbles 2 Object**.



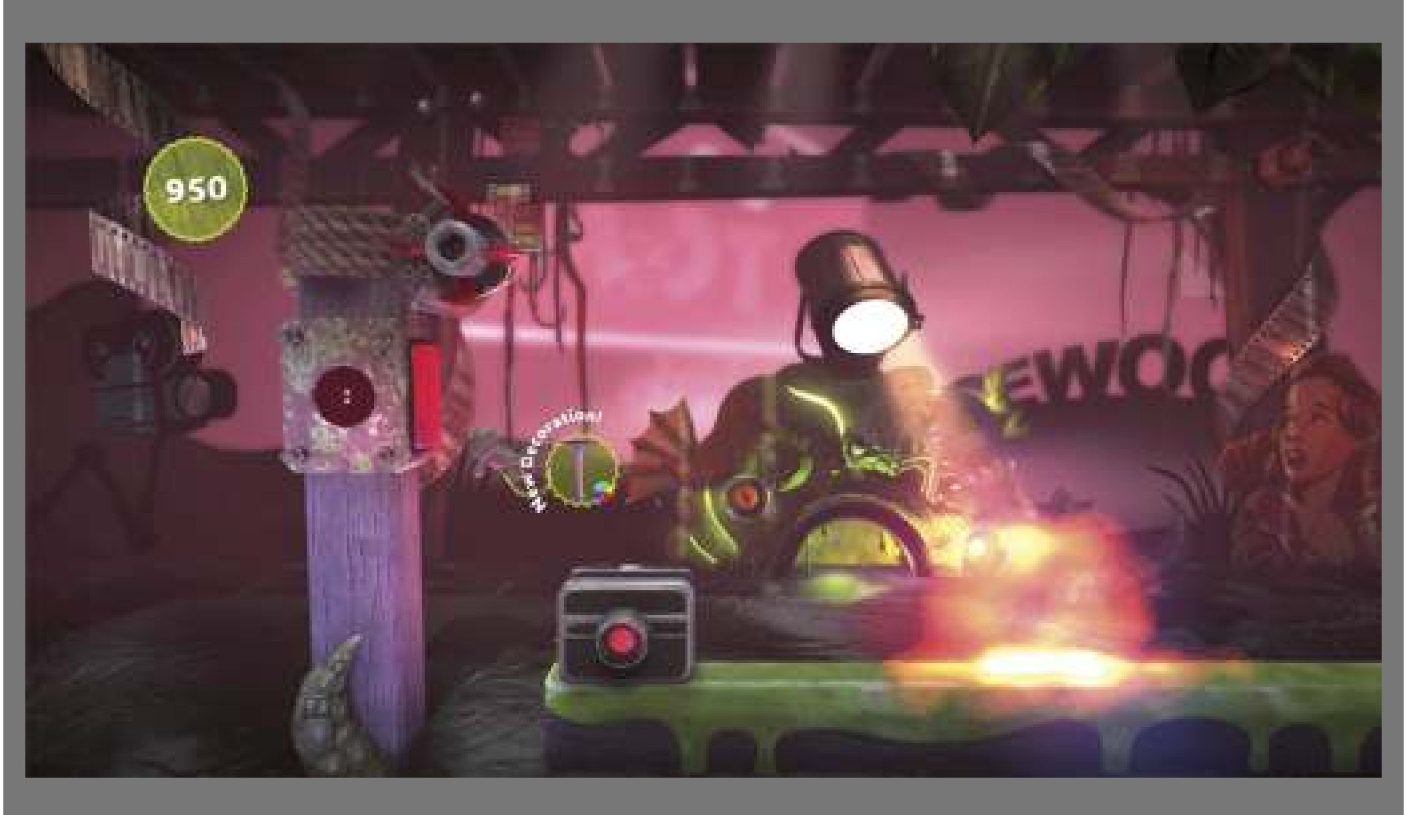
SPOTLIGHT SCORCHER

The Titan's spotlight is deadly if it lands upon Oddsock. Worse still, it blows up cameras it comes in contact with. Steer clear!

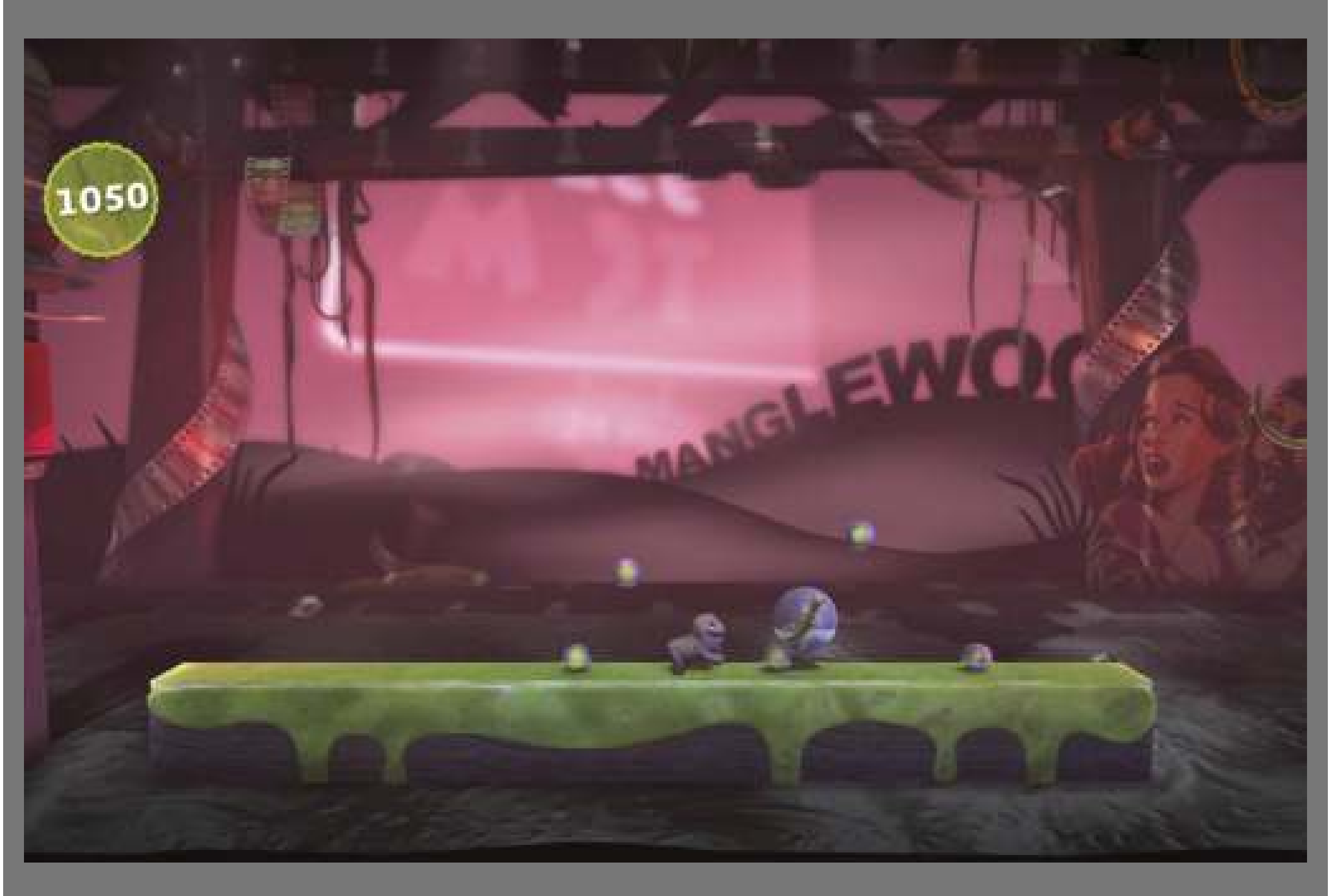
Wall jump off a stack of three cameras on the left, bursting the Prize Bubble for the **Tar Ball Object** in the process.



After avoiding the beam on the right as it blows up the camera there, head back left. Pop the Prize Bubble above the left-side camera and release its **Goo Drip Decoration** en route to the big red button on the left.

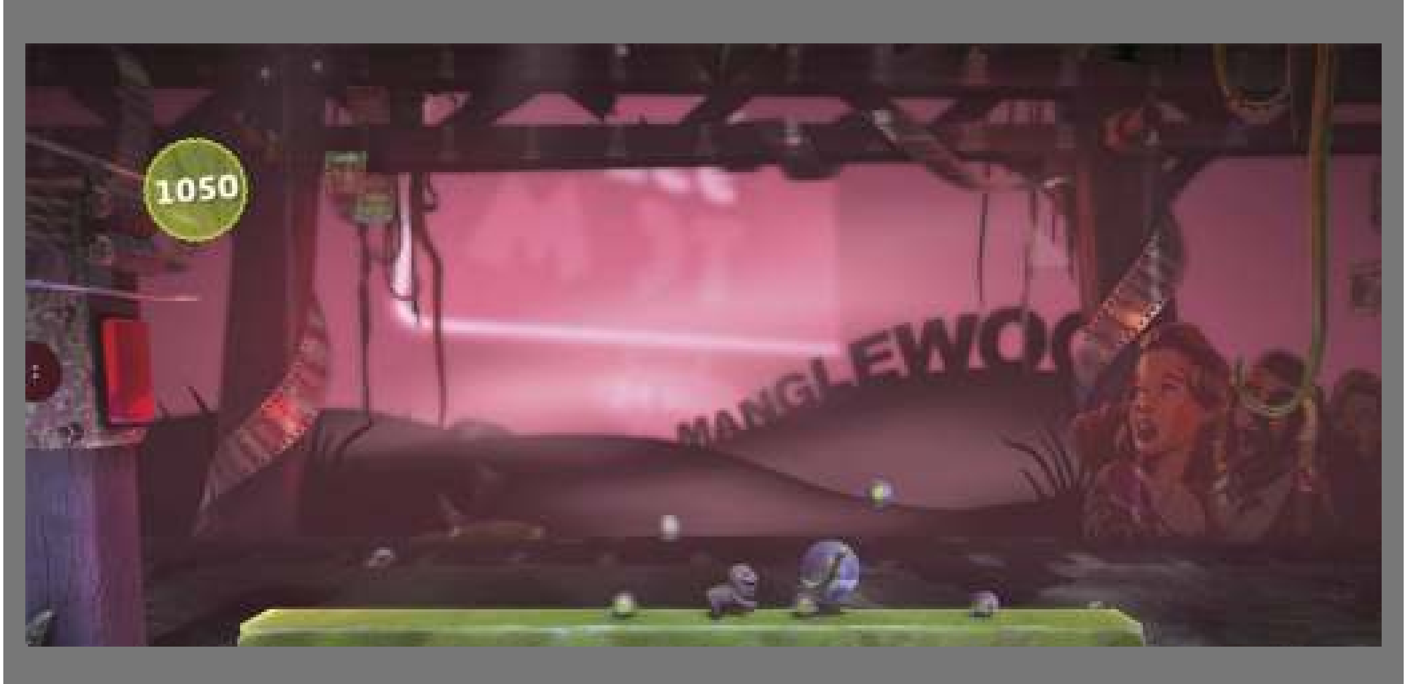


When the missile hits the Titan, it spits out a Prize Bubble. Pop the bubble to collect its **Frayed Rope Decoration**.

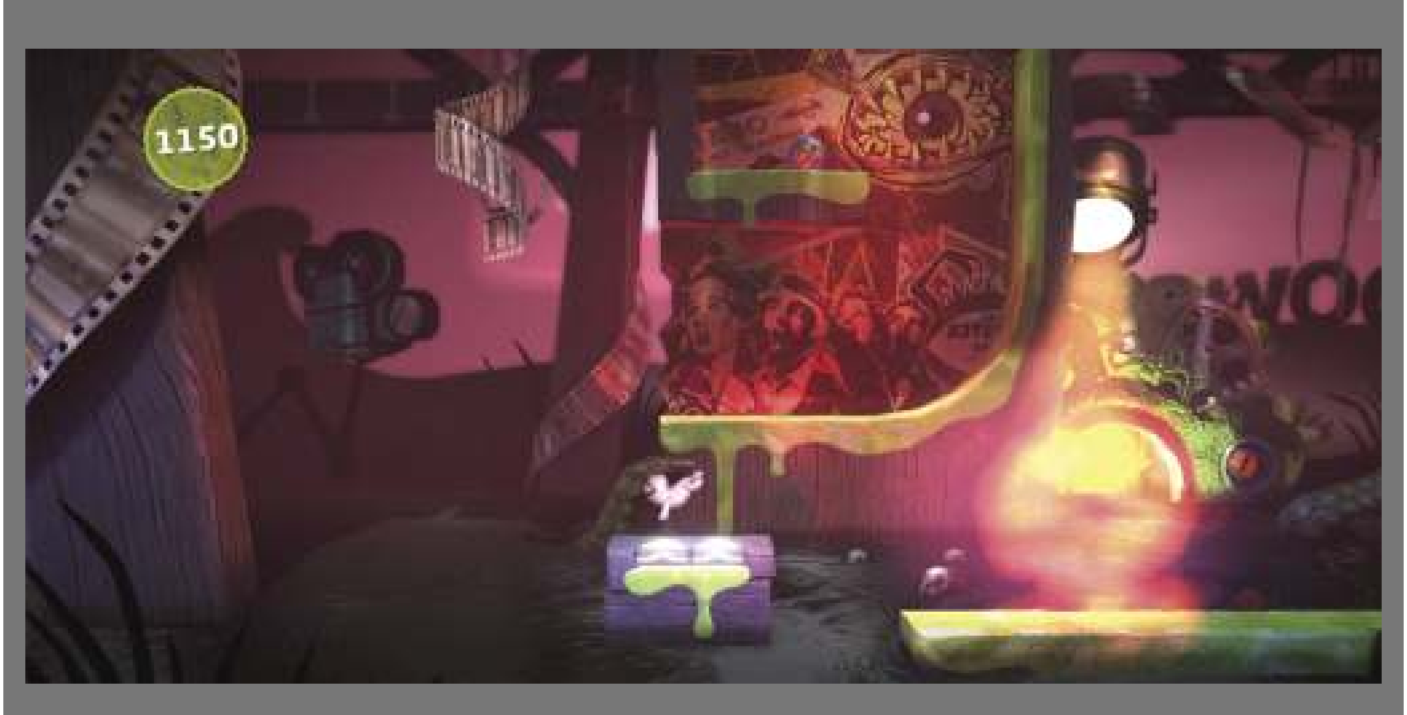


BACKGROUND PLAYER

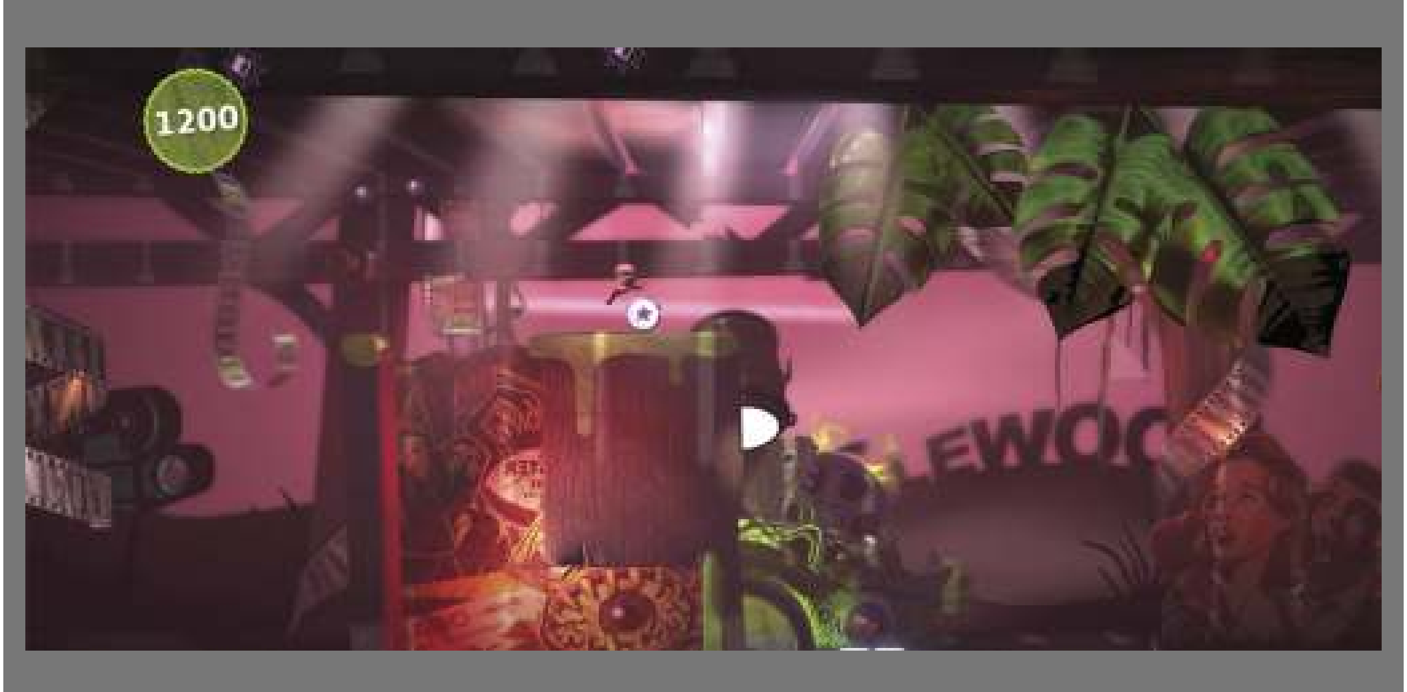
The Titan is throwing everything it's got now! Run to the left, and hit the Layer Launchers to get into the background.



Wall run up the curved ground to the right, wall jumping off to reach the Prize Bubble and the **From the Swamp Sign Sticker** within.

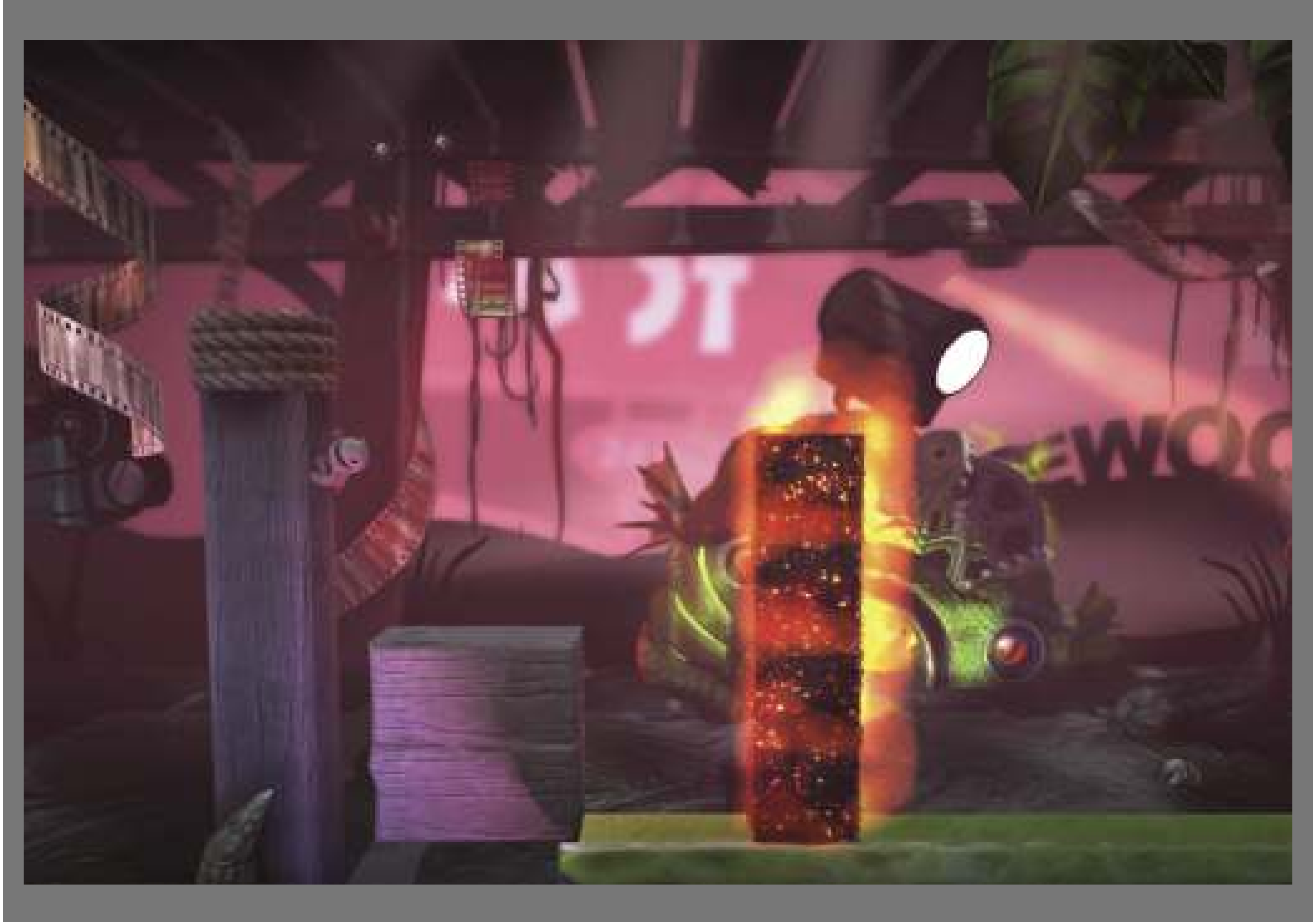


Keep wall jumping to reach the top, where a Prize Bubble holding the **Pinball Star Bumper Sticker** sits.

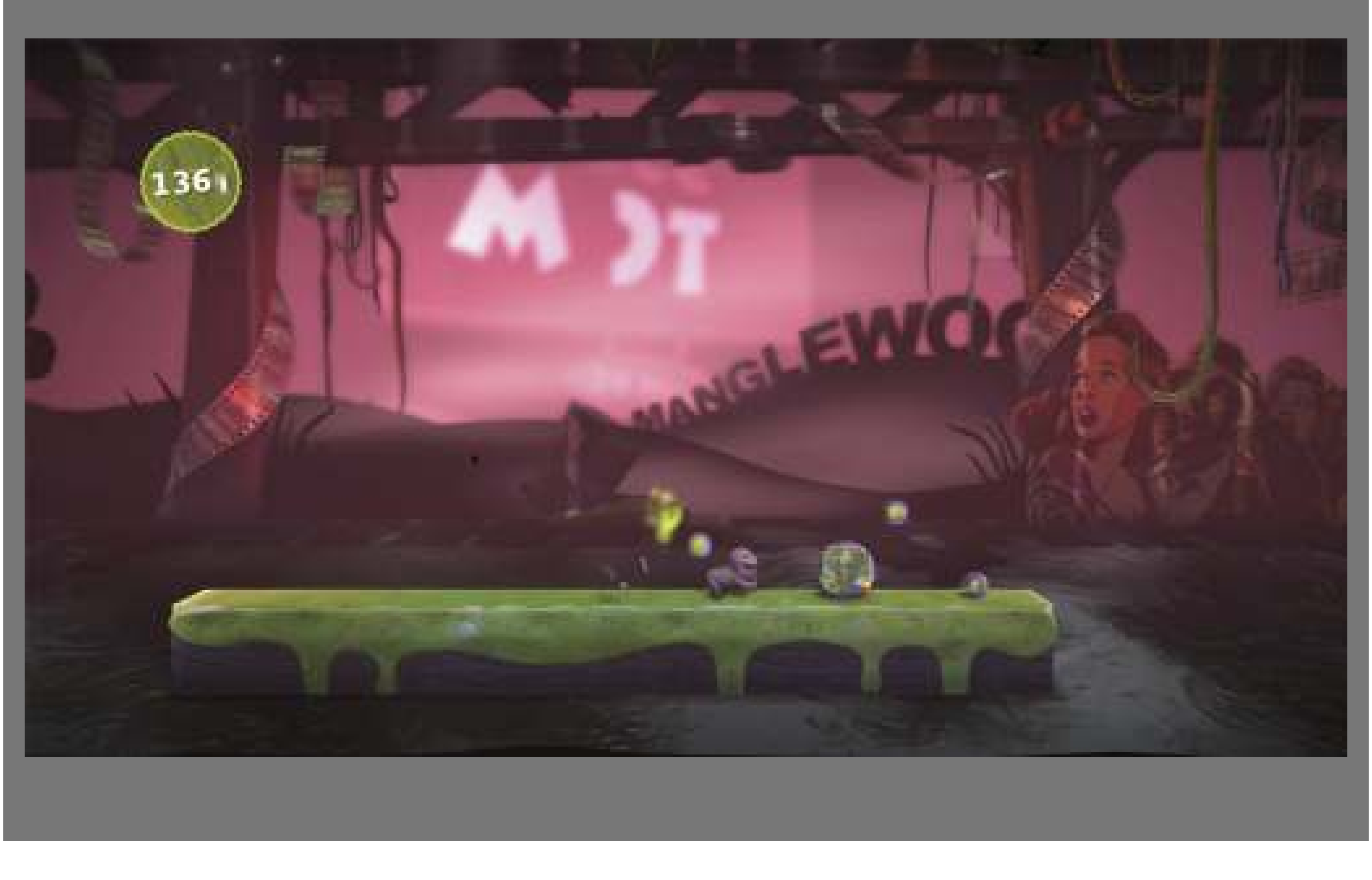


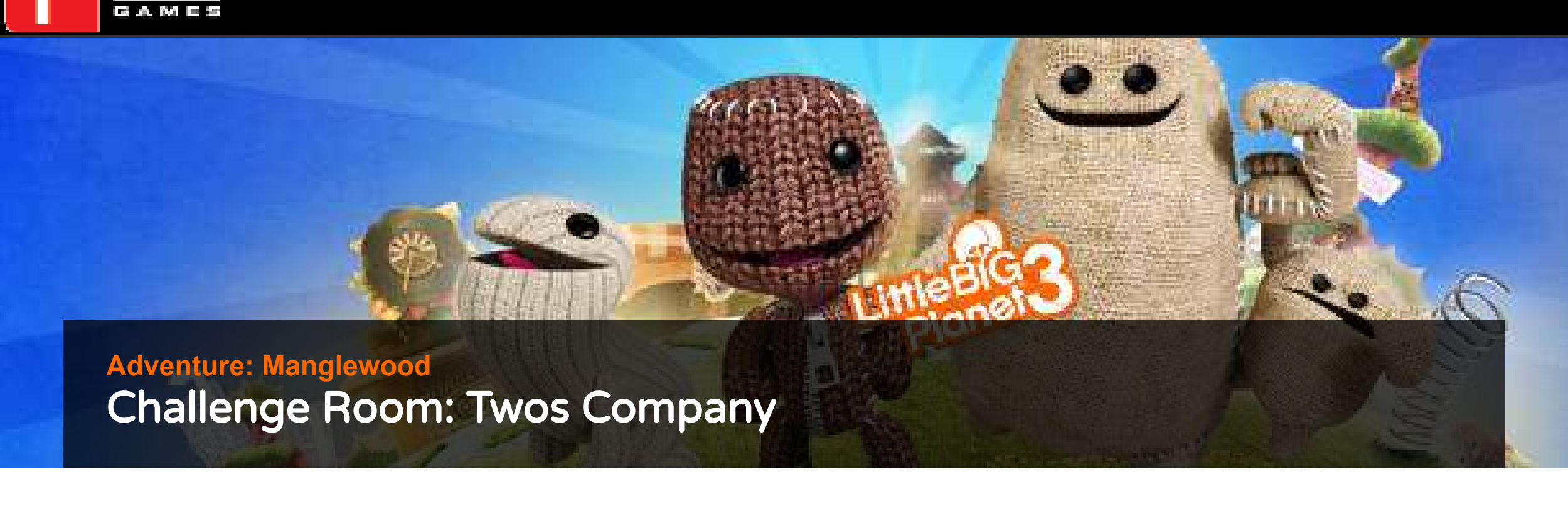
Jump from that height down to Layer Launchers that send Oddsock back to the front.

From here on out, the danger comes entirely from the right side. Stacks of blocks ranging in height come at a relentless pace. Jump over them, and use the wood post on the left to wall jump over those that are too tall for Oddsock to clear.



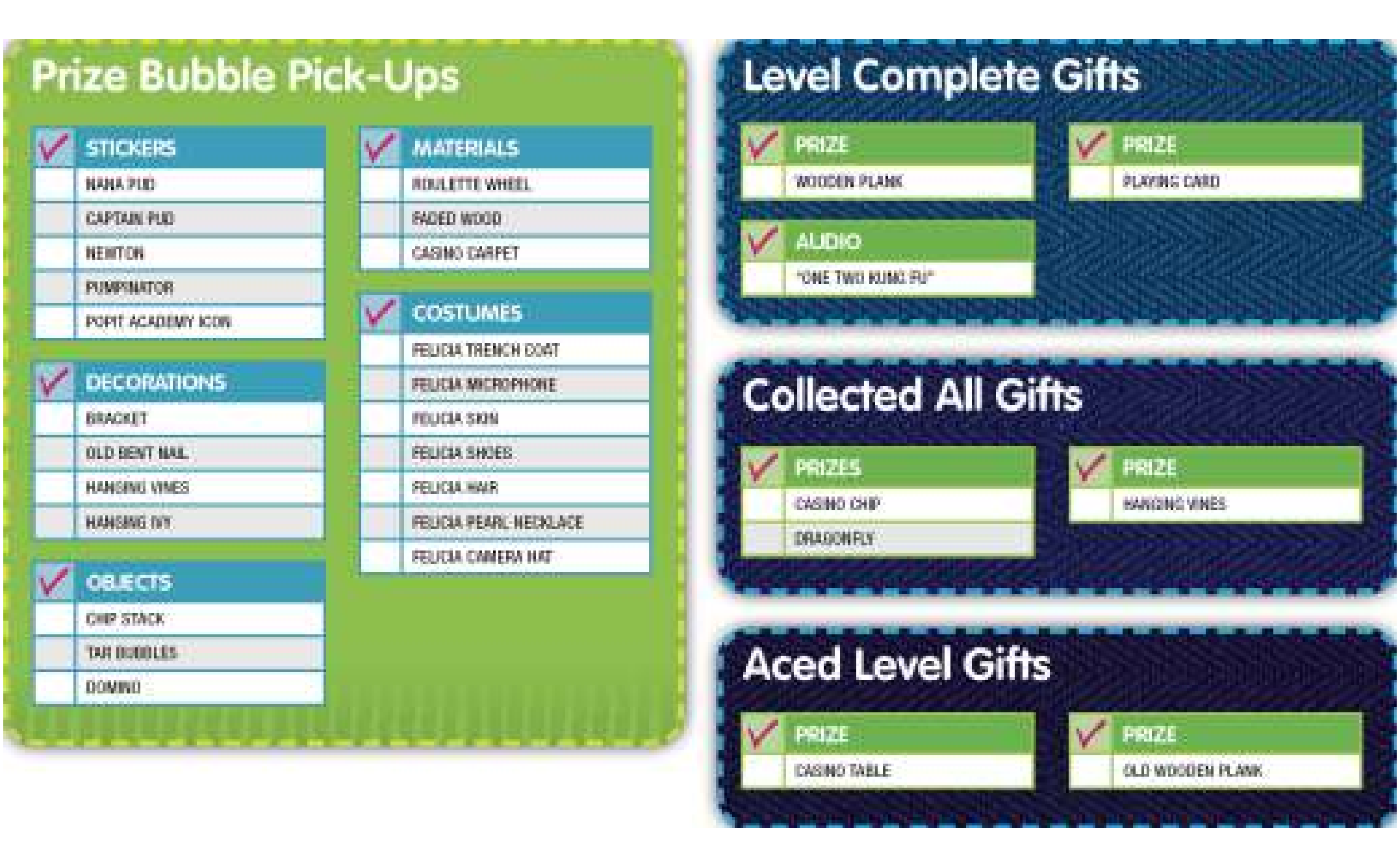
Eventually, the welcome sight of a big red button appears on the left. This is it! Wall jump into it, and fire the final missile needed to topple the Titan. Before the Scoreboard appears, pop the Prize Bubble it spits out with its last bit of energy to obtain the **Rusted Metal Material**.





Adventure: Manglewood

Challenge Room: Twos Company



Prize Bubble Pick-Ups

✓	STICKERS
	NANA PUD
	CAPTAIN PUD
	NEWTON
	PUMPINATOR
	POPIT ACADEMY ICON

✓	DECORATIONS
	BRACKET
	OLD BENT NAIL
	HANGING VINES
	HANGING IVY

✓	OBJECTS
	CHIP STACK
	TAR BUBBLES
	DOMINO

✓	MATERIALS
	ROULETTE WHEEL
	FADED WOOD
	CASINO CARPET

✓	COSTUMES
	FELICIA TRENCH COAT
	FELICIA MICROPHONE
	FELICIA SKIN
	FELICIA SHOES
	FELICIA HAIR
	FELICIA PEARL NECKLACE
	FELICIA CAMERA HAT

Level Complete Gifts

✓	PRIZE
	WOODEN PLANK

✓	PRIZE
	PLAYING CARD

✓	AUDIO
	"ONE TWO KUNG FU"

Collected All Gifts

✓	PRIZES
	CASINO CHIP
	DRAGONFLY

✓	PRIZE
	HANGING VINES

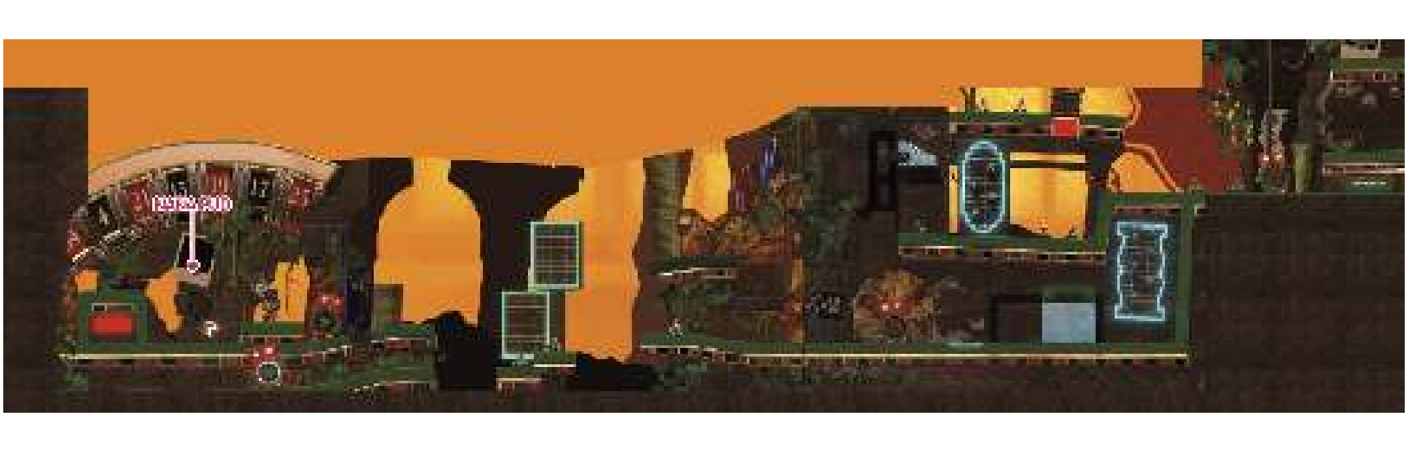
Aced Level Gifts

✓	PRIZE
	CASINO TABLE

✓	PRIZE
	OLD WOODEN PLANK

Everything's better with a friend! There are some things you just can't do alone. Intrepid Bunkum reporter Felicia needs some key photos to break a big story, but she can't manage to get them on her own. Bring along a reliable compatriot if you want to take on this level and reap its rewards. Coordination and teamwork are key!

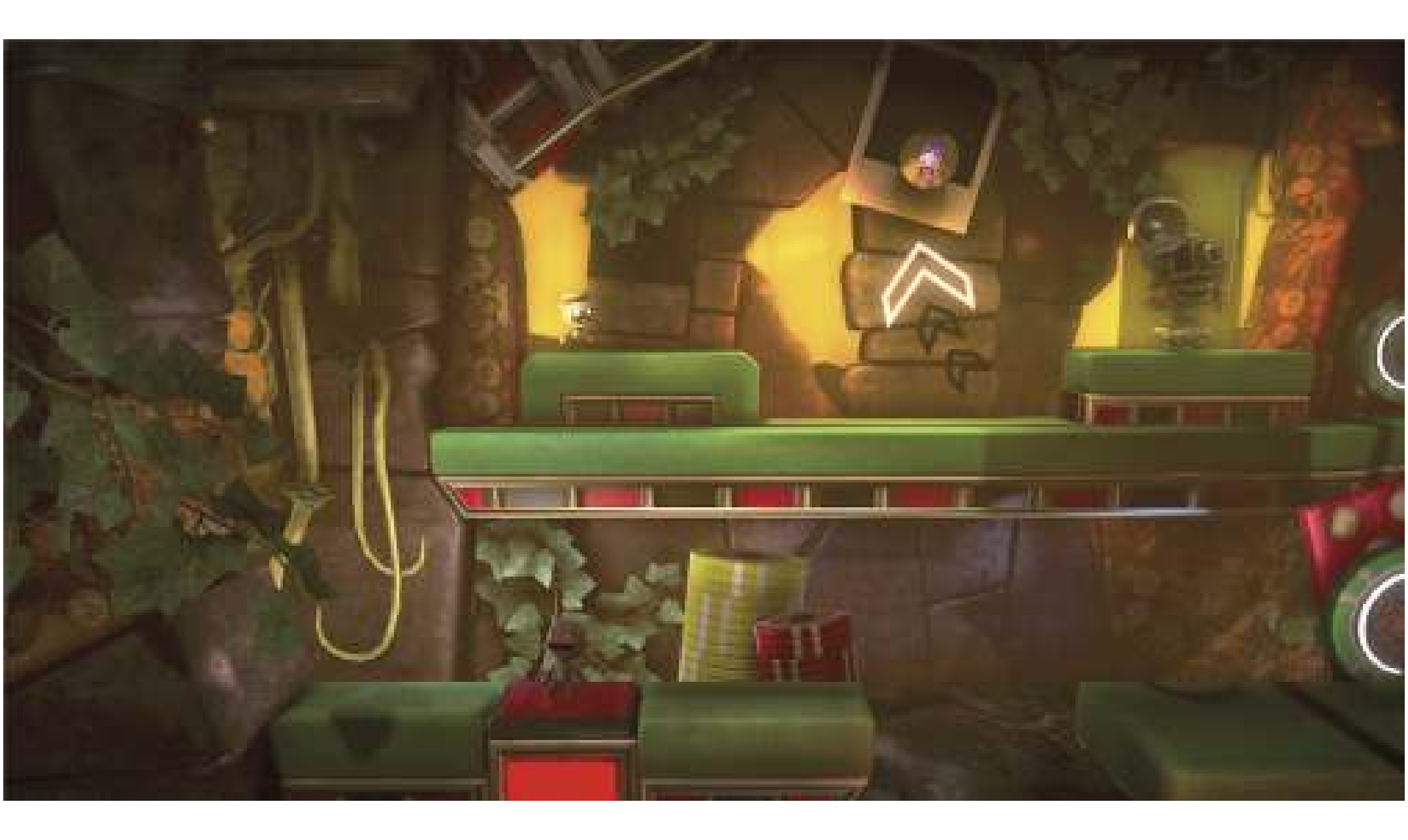
TANDEM TEAMWORK



Never Far Apart

Your dynamic duo begins the level split between the foreground and background. The key to success is to keep your button eyes on the lookout for Prize Bubbles located by undeveloped photos, indicated with flashing arrows.

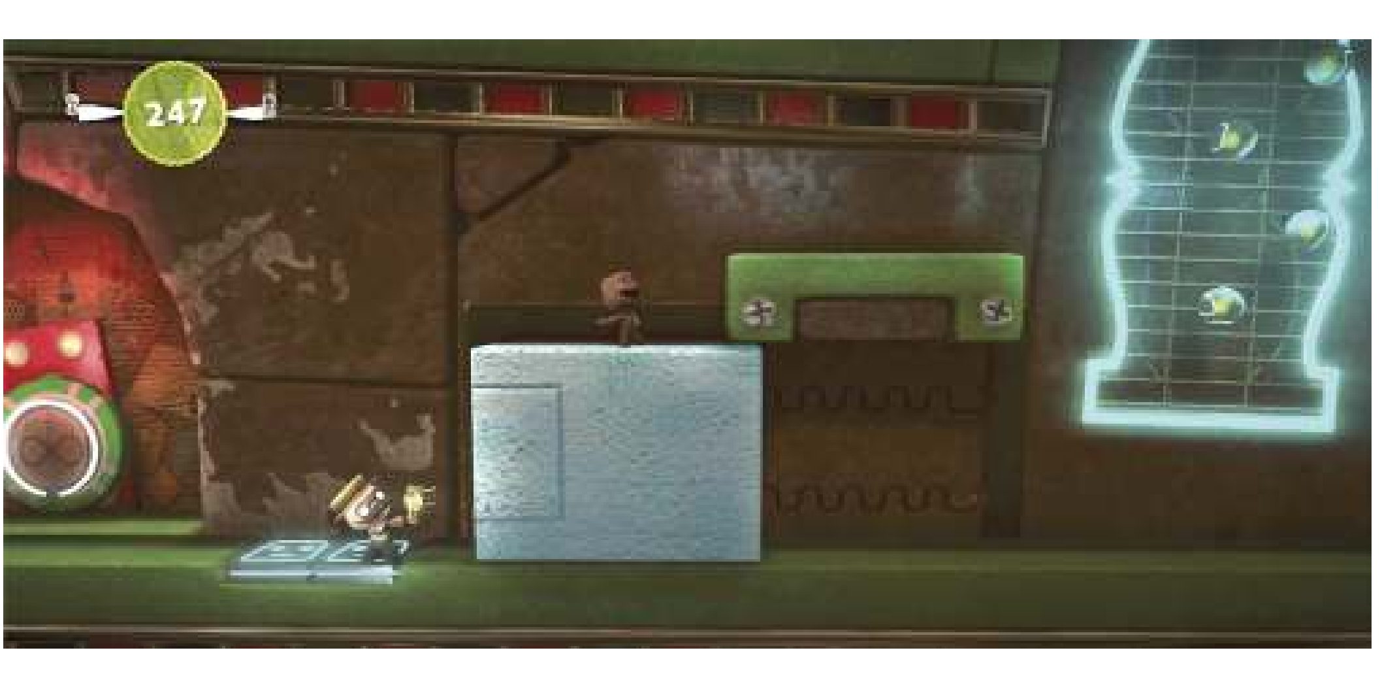
Head to the left, where the foreground sack person can step on a big red button to lower a background platform. This lets the background sack person climb atop it and reach the Prize Bubble holding the **Nana Pud Sticker**.

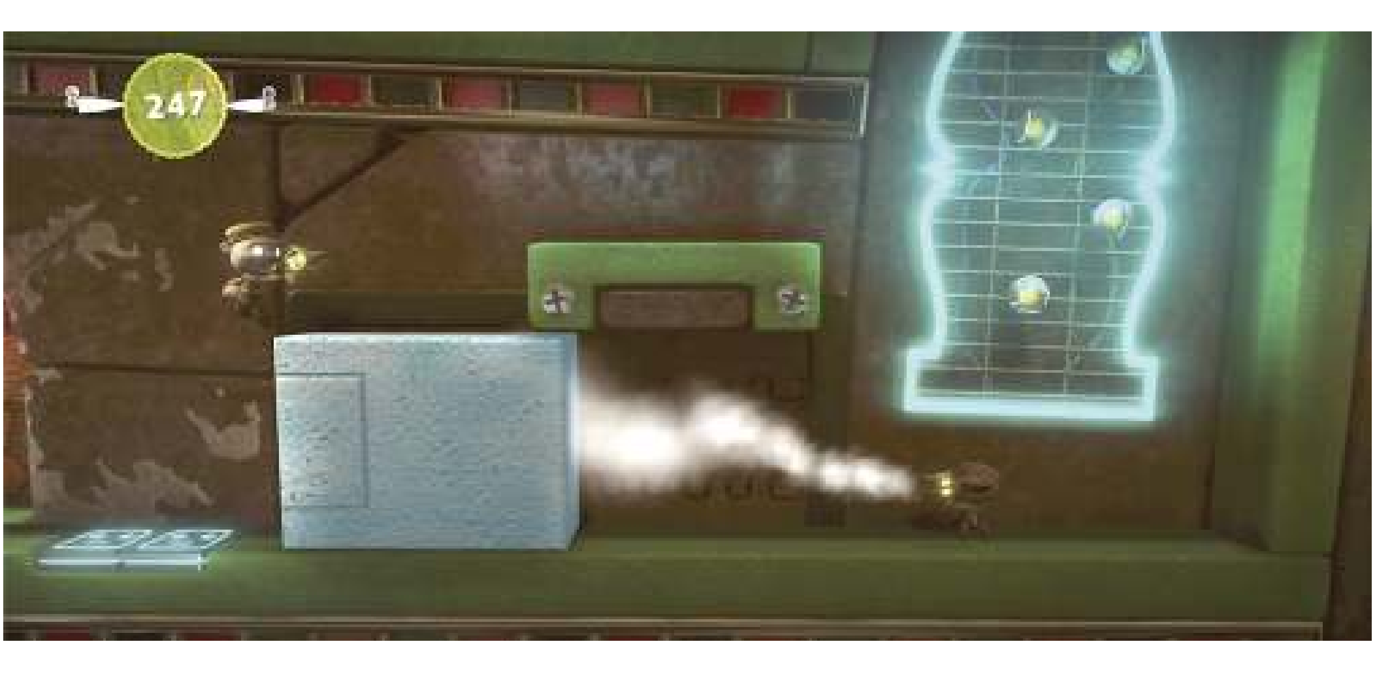


Climbing Partner

Heading back to the right, the rear sack person must climb between brightly shining but perfectly safe electrical panels until arriving at a slide leading to the foreground. The front sack person merely has a few platforms to hop between before meeting up with their chum at the next Checkpoint.

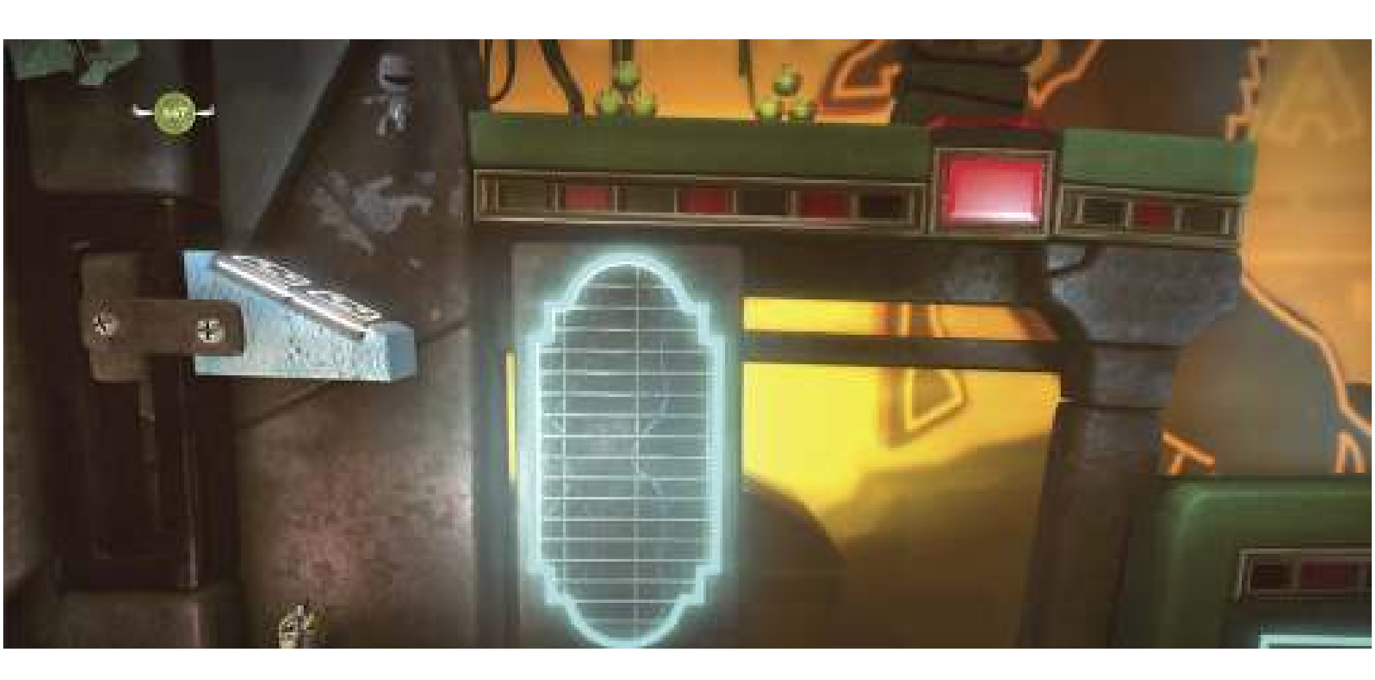
The Blue Bounce Pads are fun to hop upon, but one sack person must have the Pumpinator equipped to make sense of this obstacle. While one sack person sucks the spring-loaded blue platform out, the other can bounce on top of it and climb over the other side.

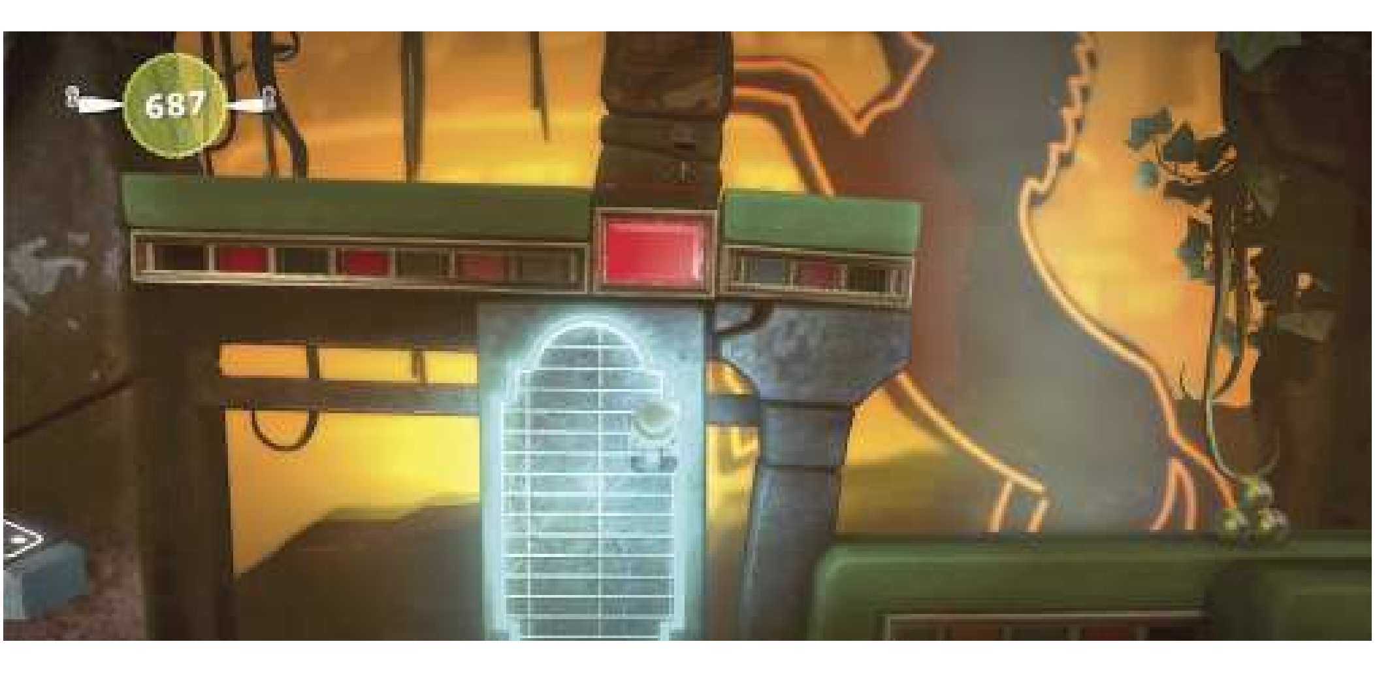




Once there, both can climb the neon lights to the next level up. While one sack person climbs another neon lighting rig, the other must blow the wall-mounted Bounce Pads upward.

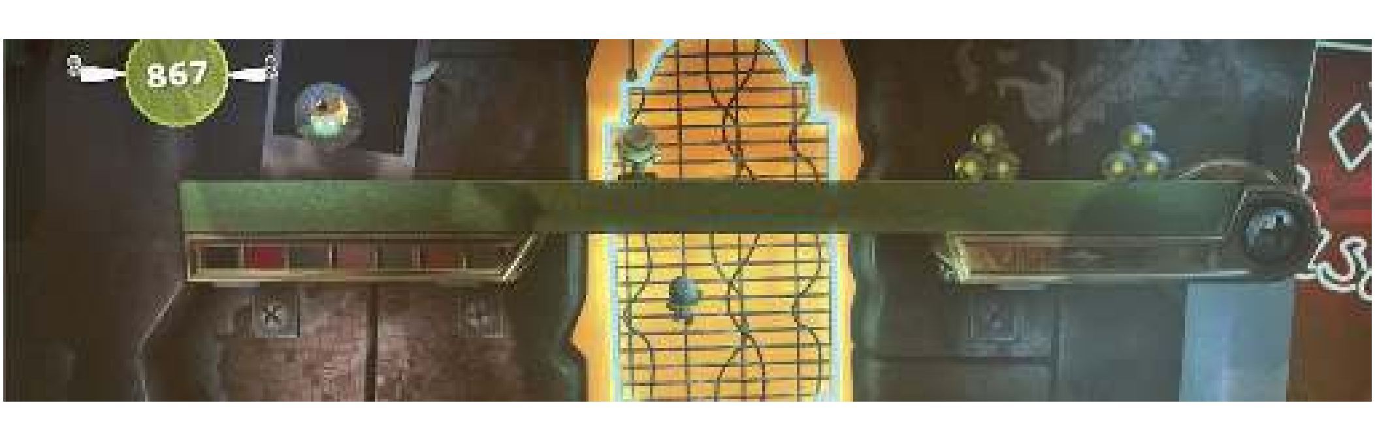
This puts the pads high enough to let the climbing sack person bounce off of them and reach the red button way up high. That button moves the neon lights to the right so that the sack person left behind can climb up to the next area.

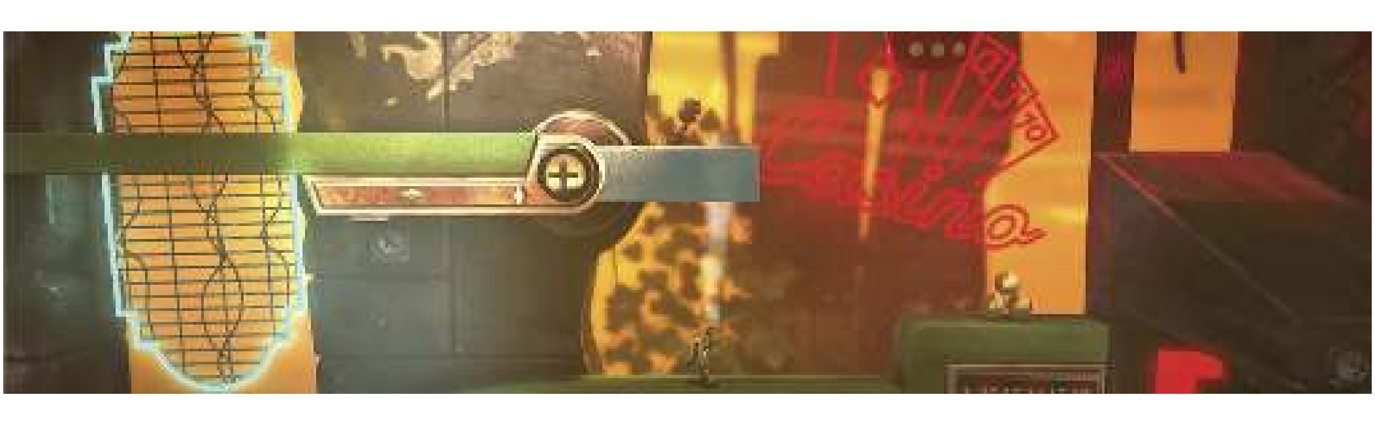




Reunited briefly, take the Layer Launchers into the background. A neon light offers the fastest climber passage to a Prize Bubble in the upper left that gives the **Captain Pud Sticker**.

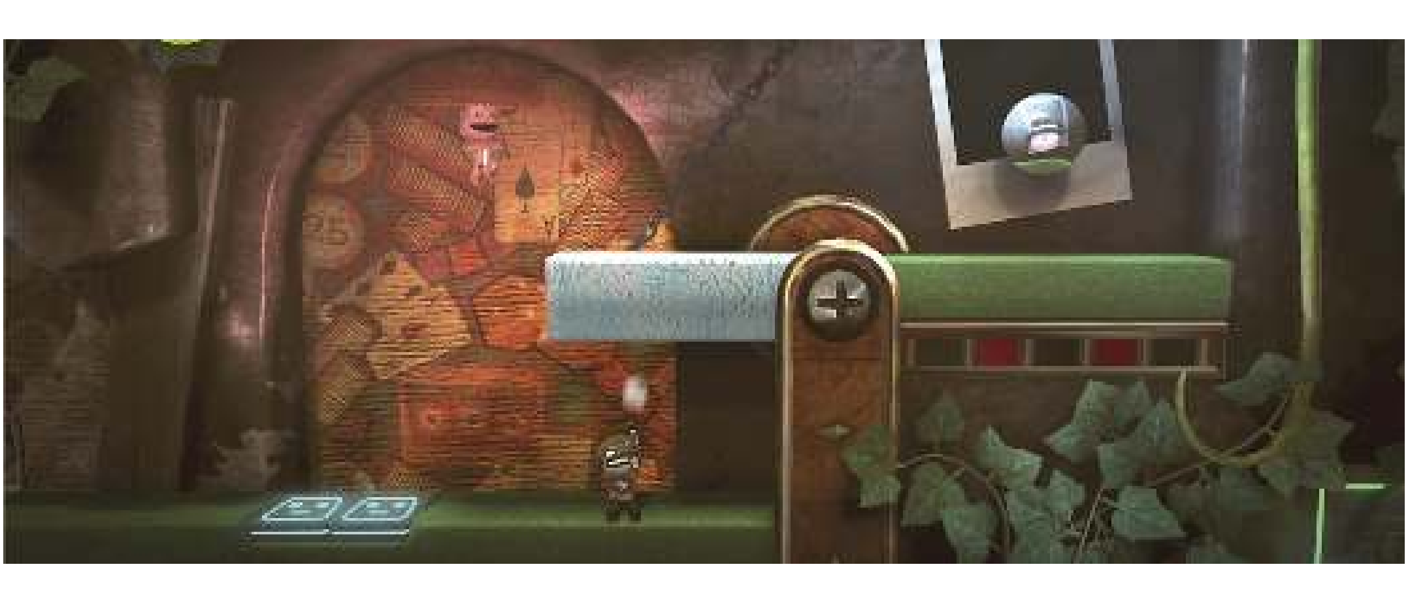
That sack person should stick around up there while the other takes the Pumpinator and extends the platform by blowing up a bit of hinged blue sponge.



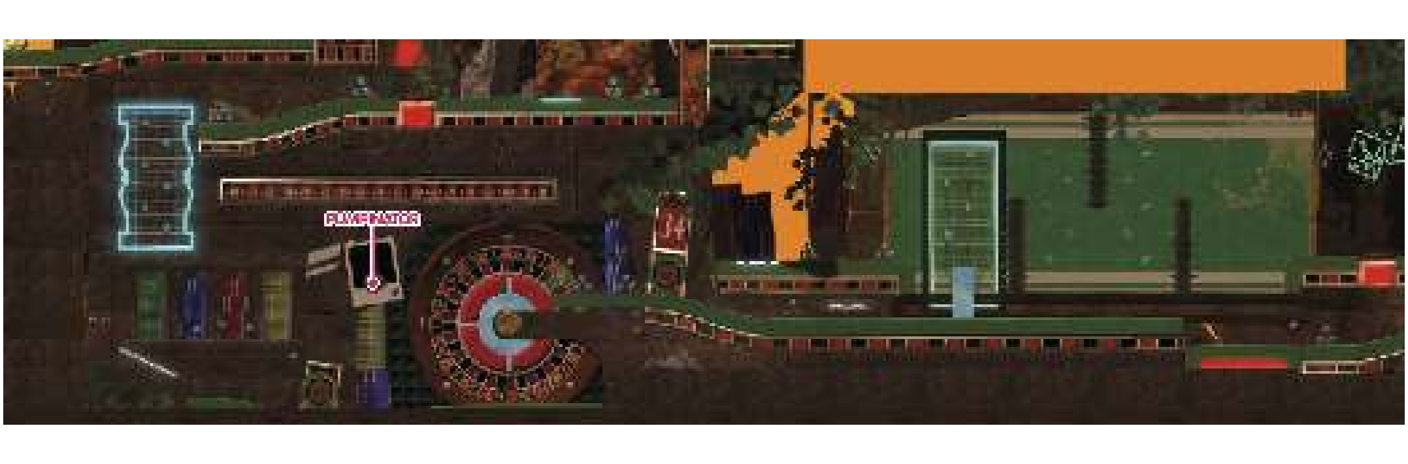


Swing from the sponge and down a slide, landing on a red button that lowers the slide into place for your partner.

A single photo subject is nestled in a Prize Bubble in the room to the right. While one partner sucks down the blue barrier, the other can bounce up to secure the **Newton Sticker**.



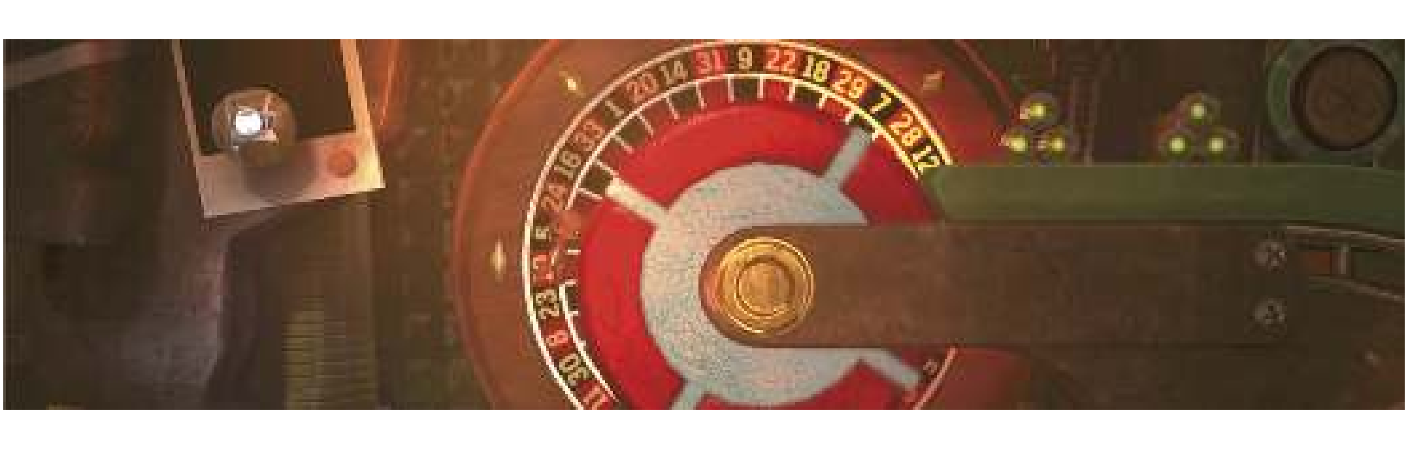
Spin Cycle



With this area cleaned out, scurry forth to the left, drop down past the neon, and bounce to the next Checkpoint.

The red and blue roulette wheel here is susceptible to the Pumpinator. One sack person can grab onto it while the other blows the wheel clockwise. Once up top, fittingly, it's possible to leap and pop the Prize Bubble that holds the **Pumpinator Sticker**.

Let the top sack person spin the wheel next so that the bottom doesn't get left behind.

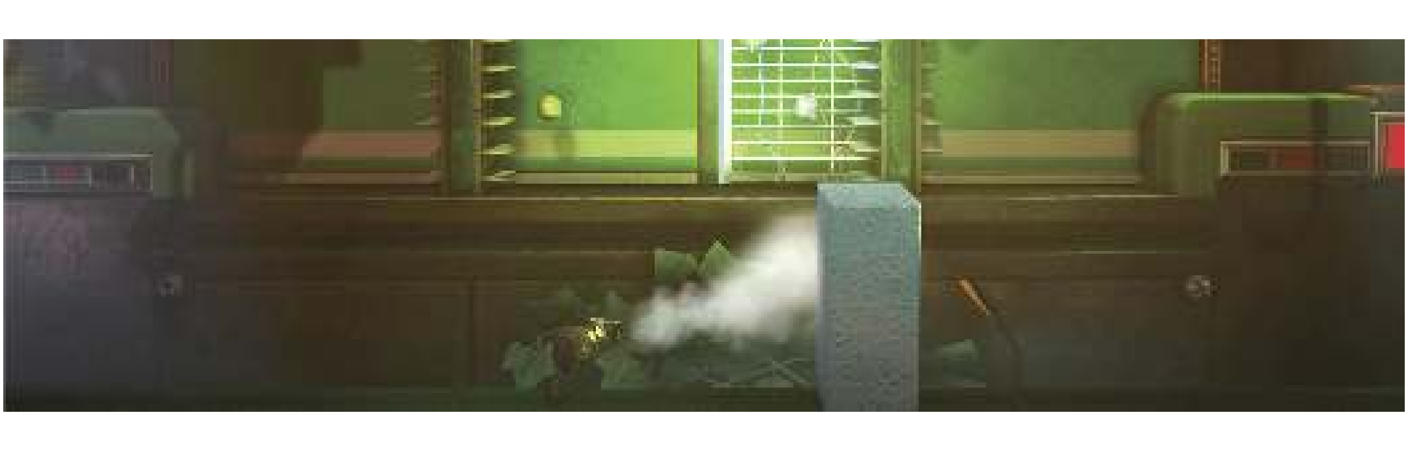


AS YOU SQUISH

Be sure to spin the wheel the correct way. Spinning it counterclockwise runs the risk of sending your sack person to a crushing fate.

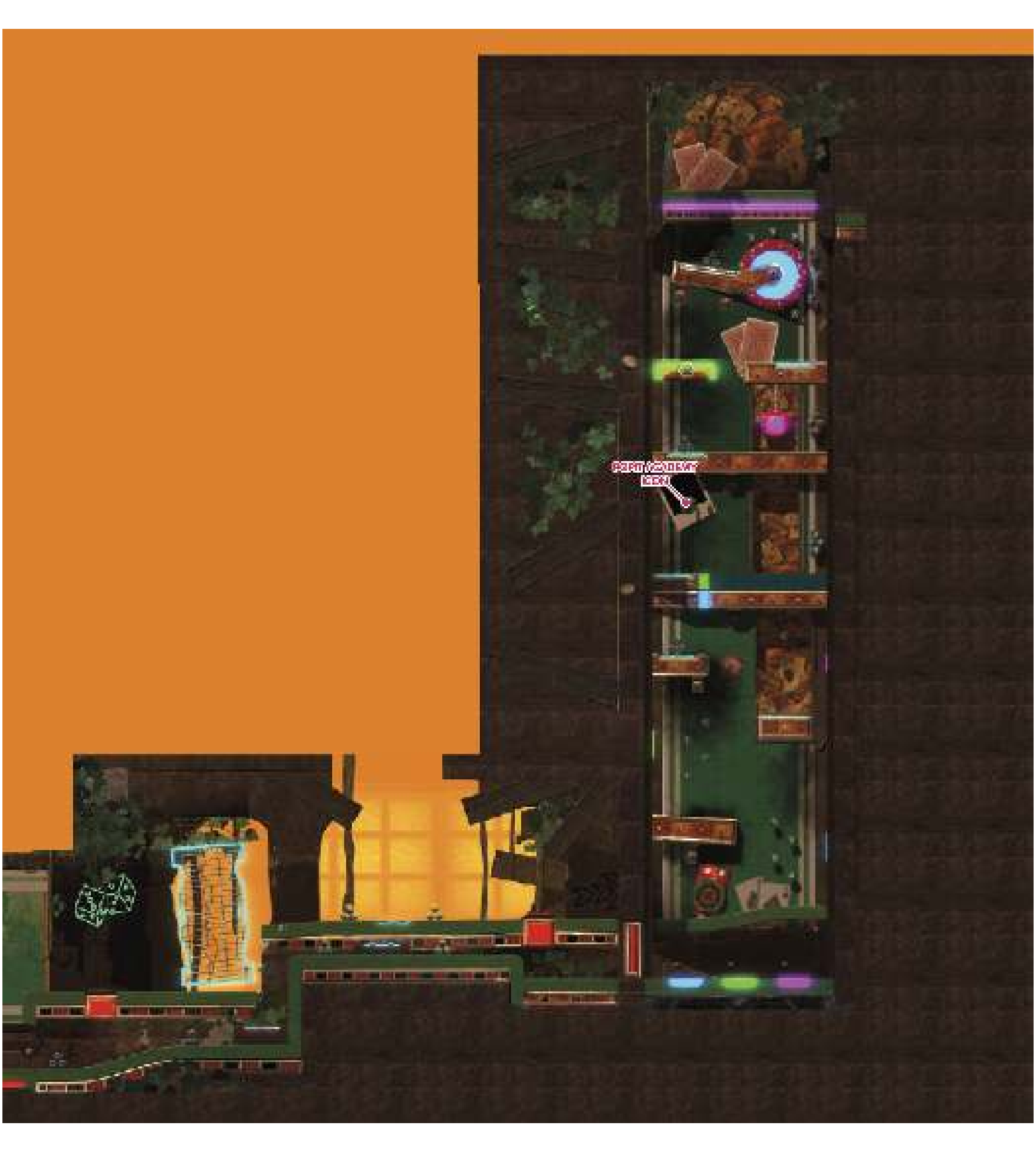
Sponges and Spikes

Divvy up responsibility for the two layers. One sack person needs to climb the neon wiring in the background and avoid the spikes. The sack person in the foreground must use the Pumpinator to carefully blow the blue sponge attached to the neon light that the rear partner is clinging to.



While the front sack person finds a dead end, the rear can hit a red button to clear the way.

Color Me Excited



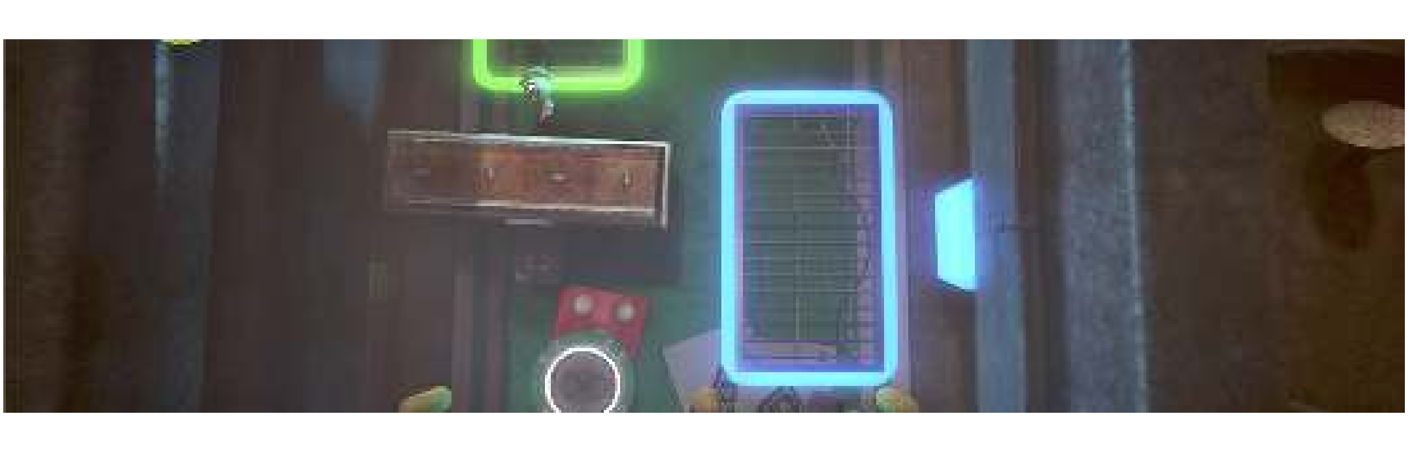
Climb or bounce to get to the right, where there's a chance to swap responsibilities and layers using the Blue Layer Launchers. One sack person must stay in each layer to progress any farther, though.

The rear sack person must step on the red button, opening the door to three colored switches in the foreground. Getting to the top of this area requires expert timing and perfect coordination.

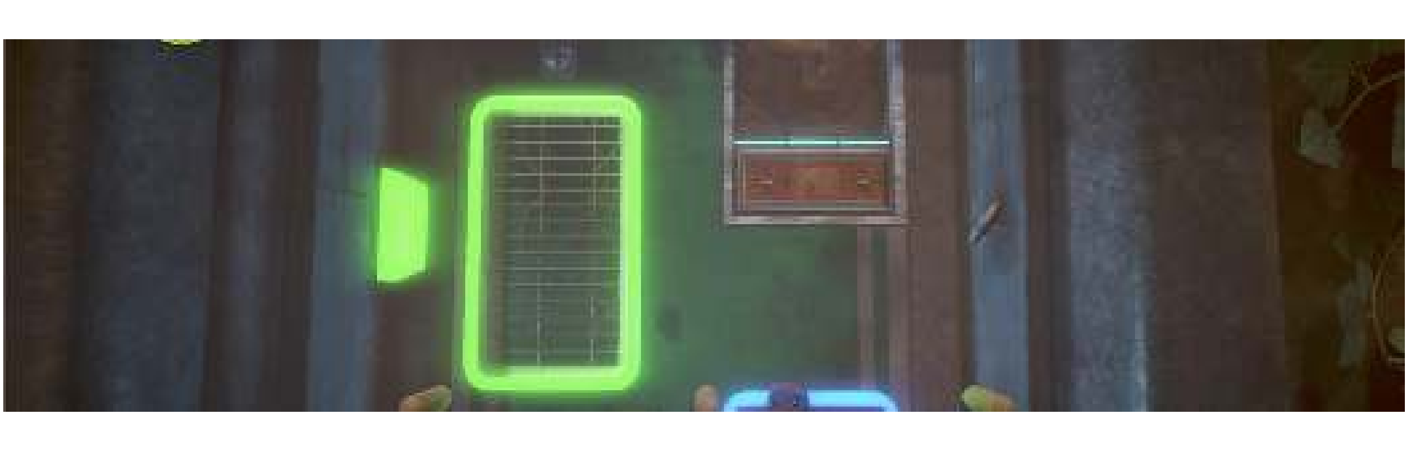
RISING TIDES

The moment the first switch is flipped, the tar starts to rise. Make sure both sack people are ready before getting started.

Start by flipping the blue and green switches to give the rear sack person climbable surfaces up.

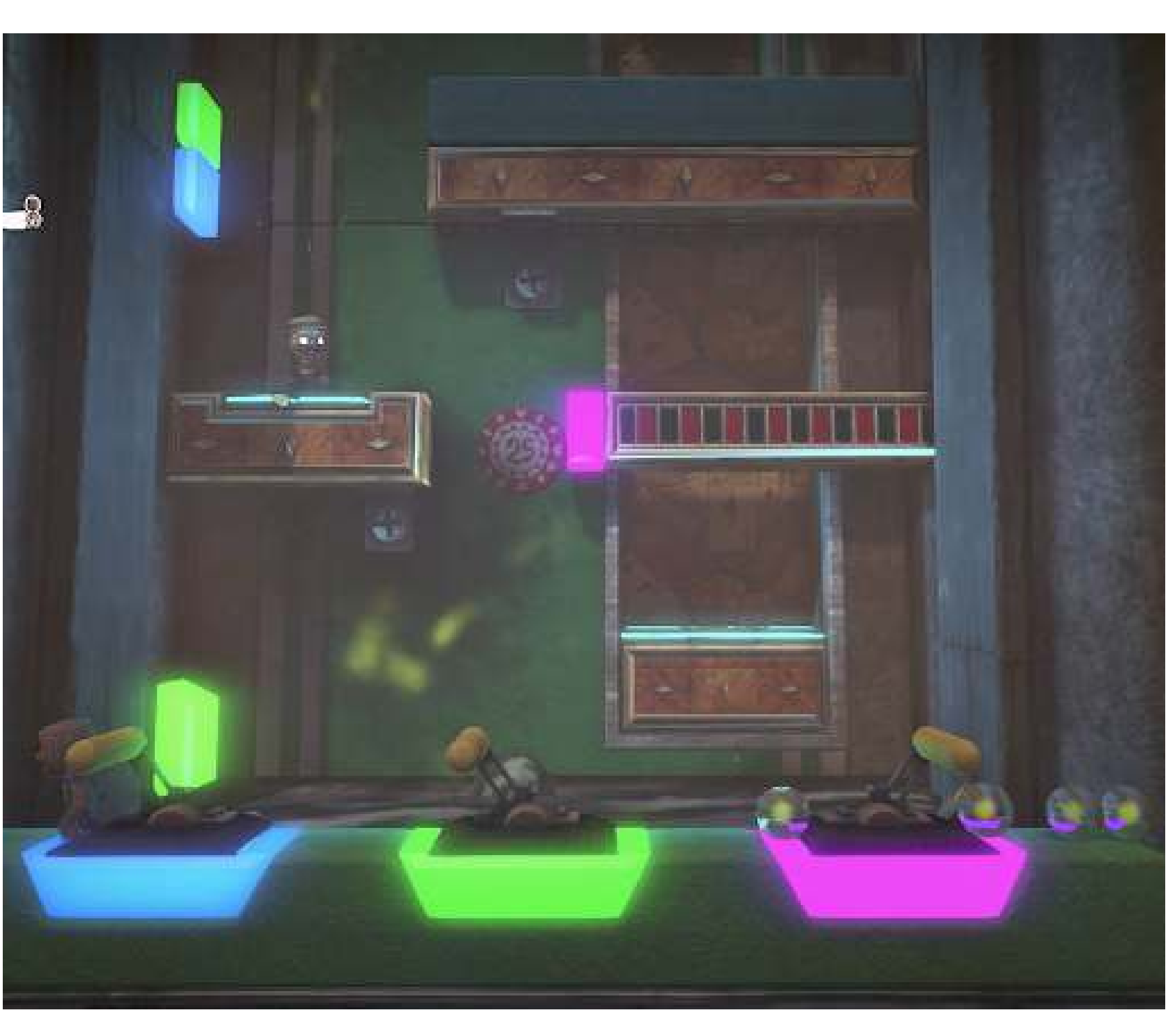


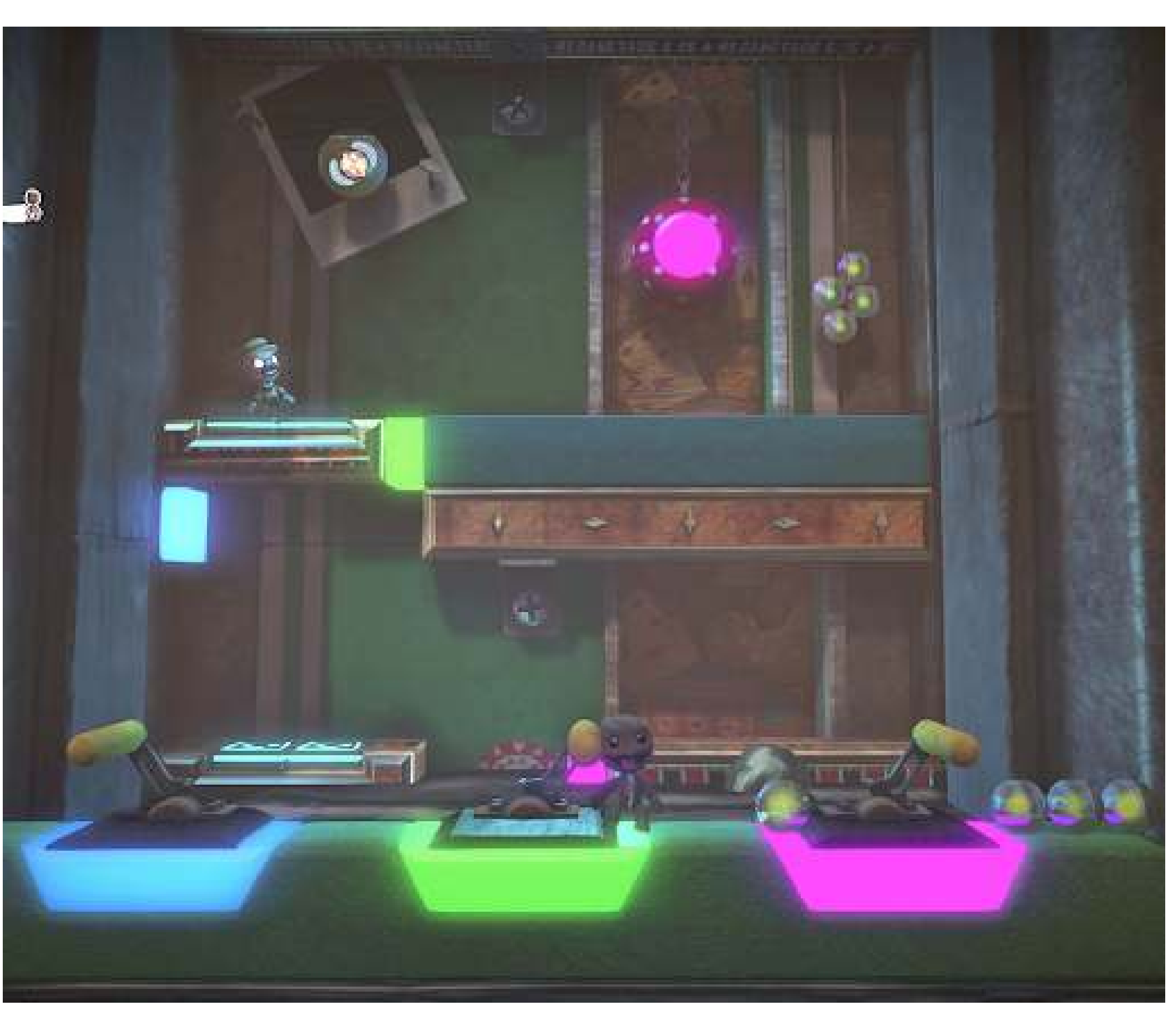
The rear sack person must leap to the right and land, one layer back, onto Blue Bounce Pads. The front sack person can flip the purple switch to expand a platform above, allowing the rear sack person to land on top of it after using the Blue Bounce Pads.



The blue and green switches must be immediately flipped to clear obstructions above the next pair of Blue Bounce Pads to the left.

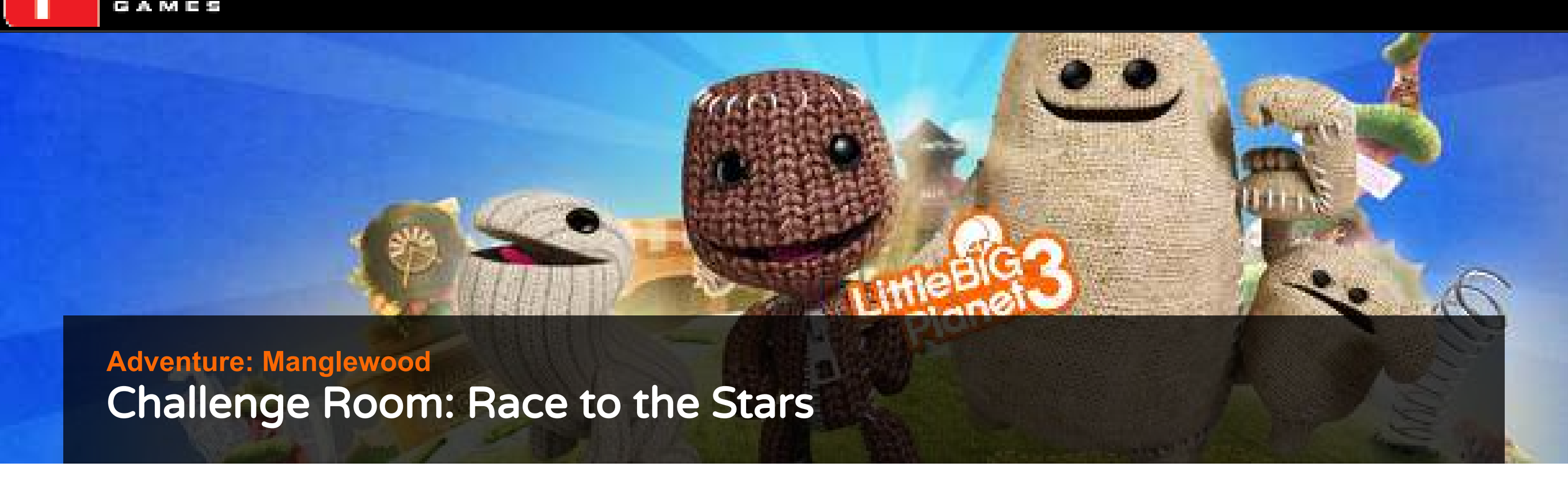
Once your partner is clear, flip that green switch back again, revealing two Blue Bounce Pads. They are the key to popping the Prize Bubble suspended overhead that bears the **Popit Academy Icon Sticker**.





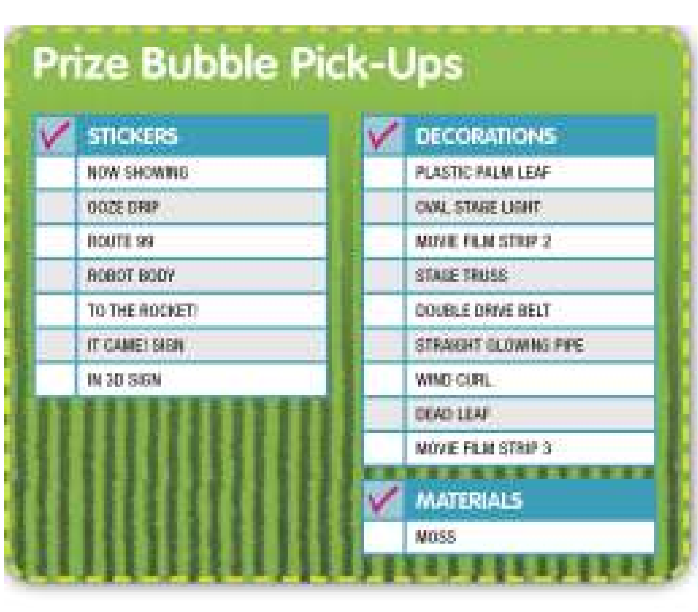
The rear sack person must grab the purple sponge hanging to the right. However, it's not going anywhere until the front sack person flips the purple switch to send it moving up.

If, for some reason, the green switch is set to the left position instead of the right, switch it. The rear sack person must use Blue Bounce Pads to jump up and grab the spongy underbelly of a platform. Once they have a good grip, flip the green switch to send them right side up.


LittleBIG Planet 3

Adventure: Manglewood

Challenge Room: Race to the Stars

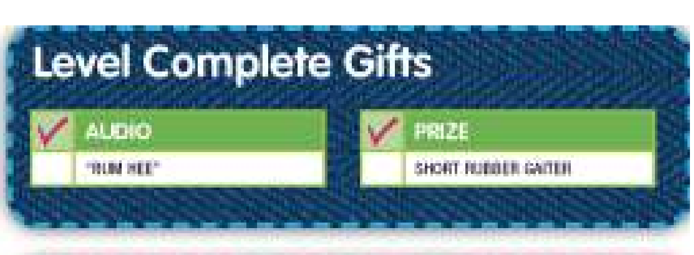


Prize Bubble Pick-Ups

☑	STICKERS
☐	NOW SHOWING
☐	OOZE DRIP
☐	ROUTE 99
☐	ROBOT BODY
☐	TO THE ROCKET!
☐	IT CAME! SIGN
☐	IN 3D SIGN

☑	DECORATIONS
☐	PLASTIC PALM LEAF
☐	OVAL STAGE LIGHT
☐	MOVIE FILM STRIP 2
☐	STAGE TRUSS
☐	DOUBLE DRIVE BELT
☐	STRAIGHT GLOWING PIPE
☐	WIND CURL
☐	DEAD LEAF
☐	MOVIE FILM STRIP 3

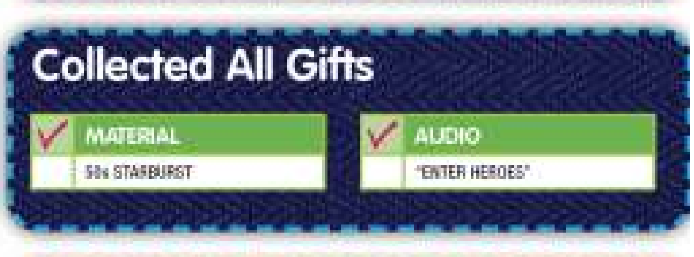
☑	MATERIALS
☐	MOSS



Level Complete Gifts

☑	AUDIO
☐	"RUM HEE"

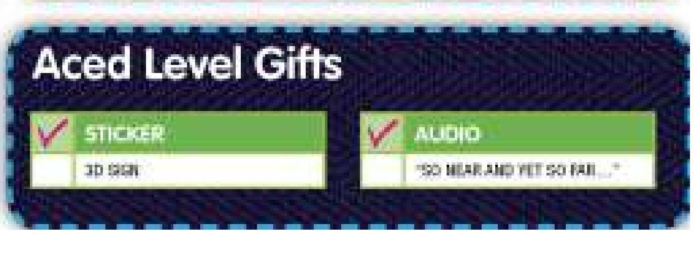
☑	PRIZE
☐	SHORT RUBBER GAITER



Collected All Gifts

☑	MATERIAL
☐	50s STARBURST

☑	AUDIO
☐	"ENTER HEROES"



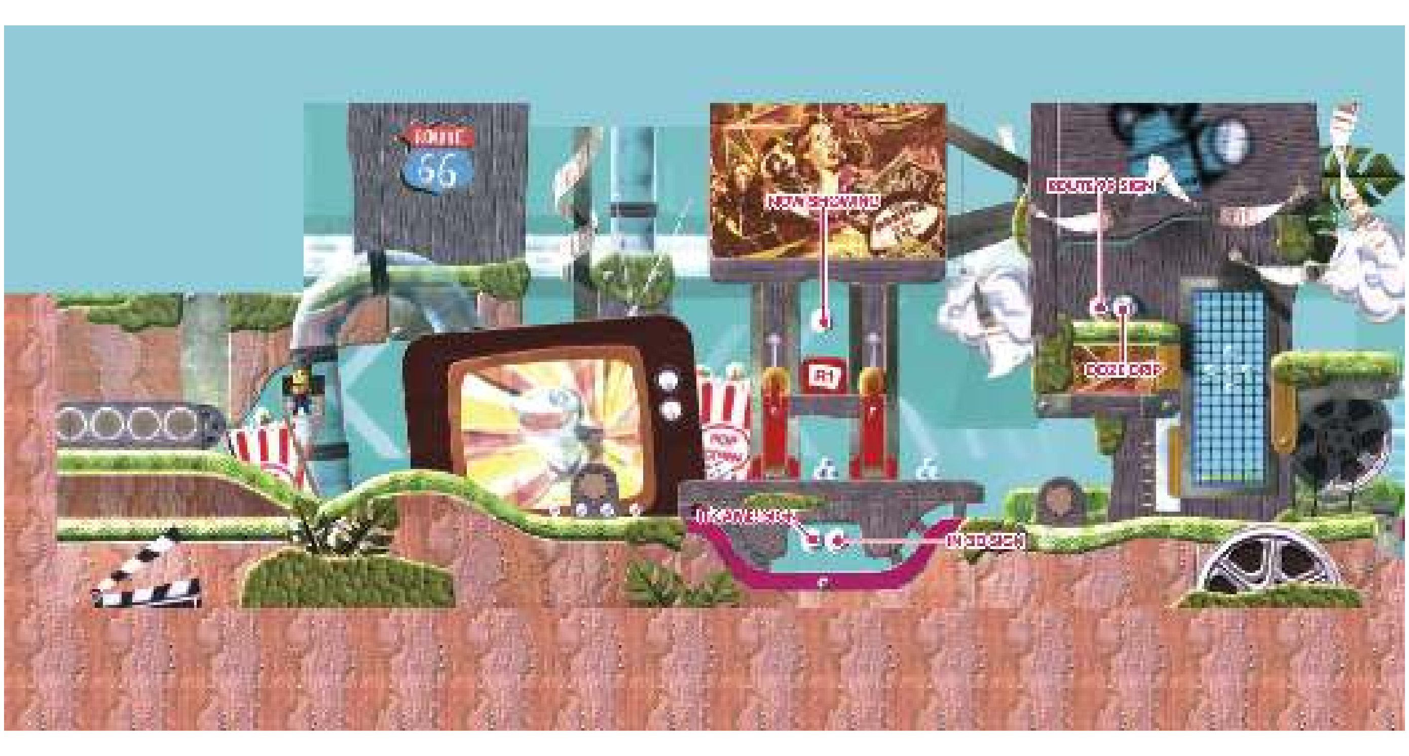
Aced Level Gifts

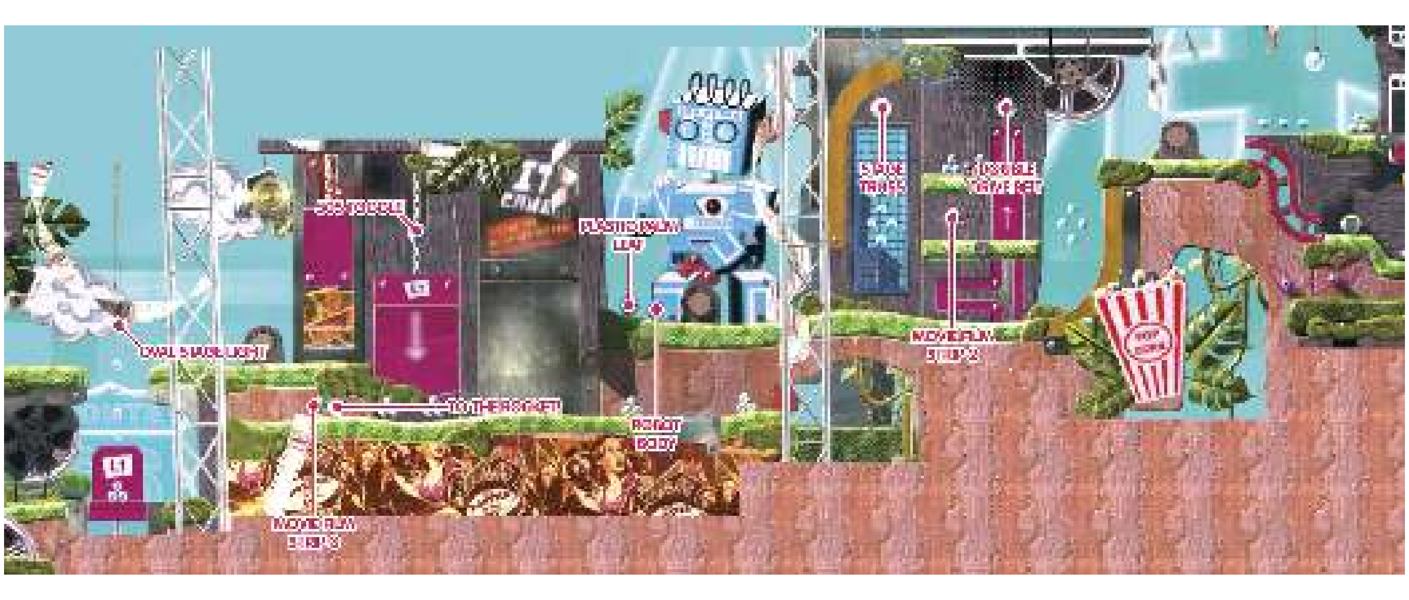
☑	STICKER
☐	3D SIGN

☑	AUDIO
☐	"SO NEAR AND YET SO FAR…"

Gather all the heroes of Bunkum alongside your sack person for a star-studded jaunt through puzzles demanding that everyone make the most of their unique skills. Make your way through and to the rocket ship in time for liftoff!

FEARSOME FOURSOME

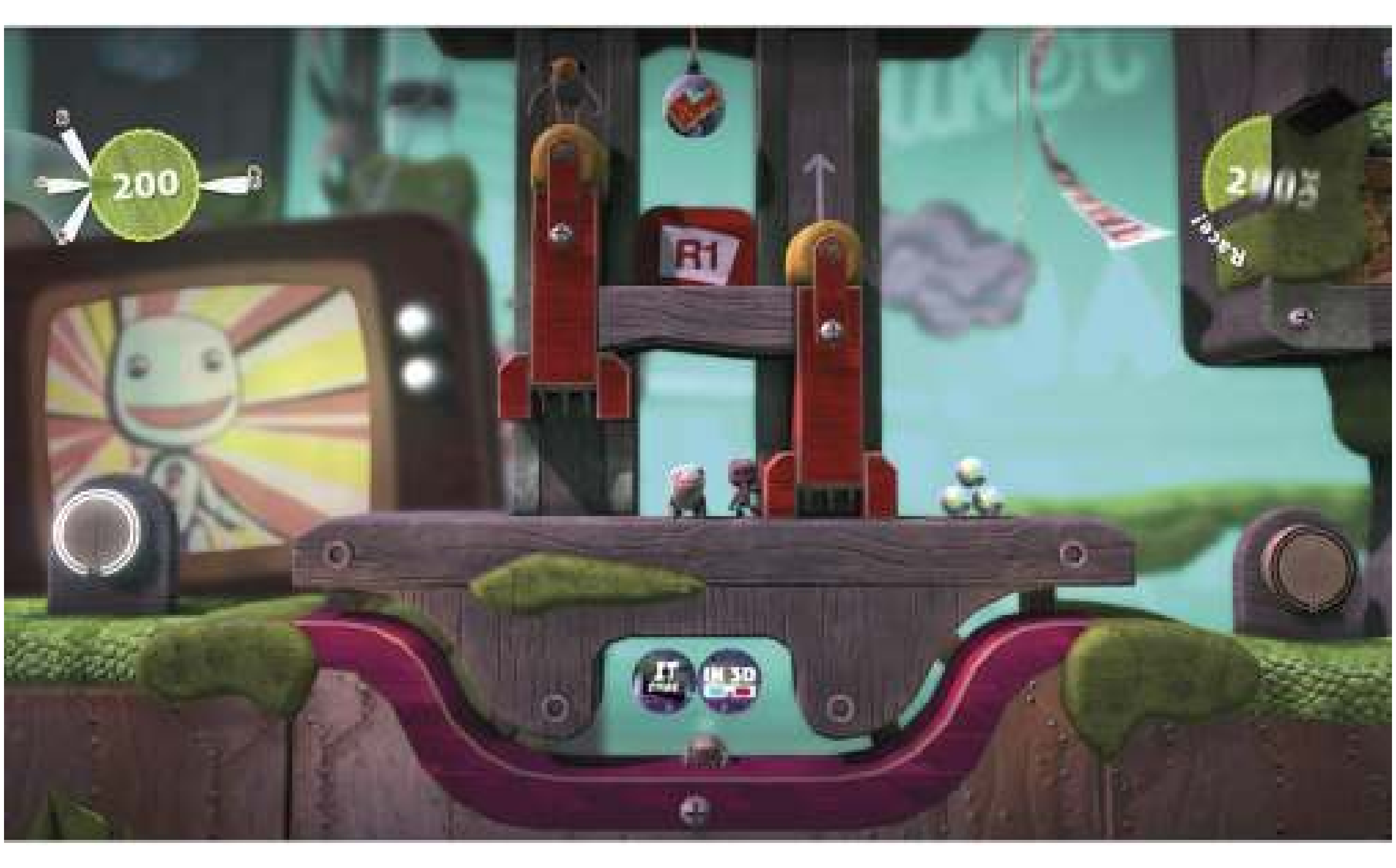

ROUTE 66
NOW SHOWING
ROUTE 99 SIGN
OOZE DRIP
R1


OOZE DRIP
PLASTIC PALM LEAF
OVAL STAGE LIGHT
TO THE ROCKET!
ROBOT BODY
STAGE TRUSS
DOUBLE DRIVE BELT
MOVIE FILM STRIP 2
MOVIE FILM STRIP 3
L1

Swoop to Start

It's up to Swoop to clear the first obstacle and secure the first Prize Bubble. Grab the sponges to lift the spiked barriers for Oddsock and your sack person. The Prize Bubble up top awards the **Now ShowingSticker**.

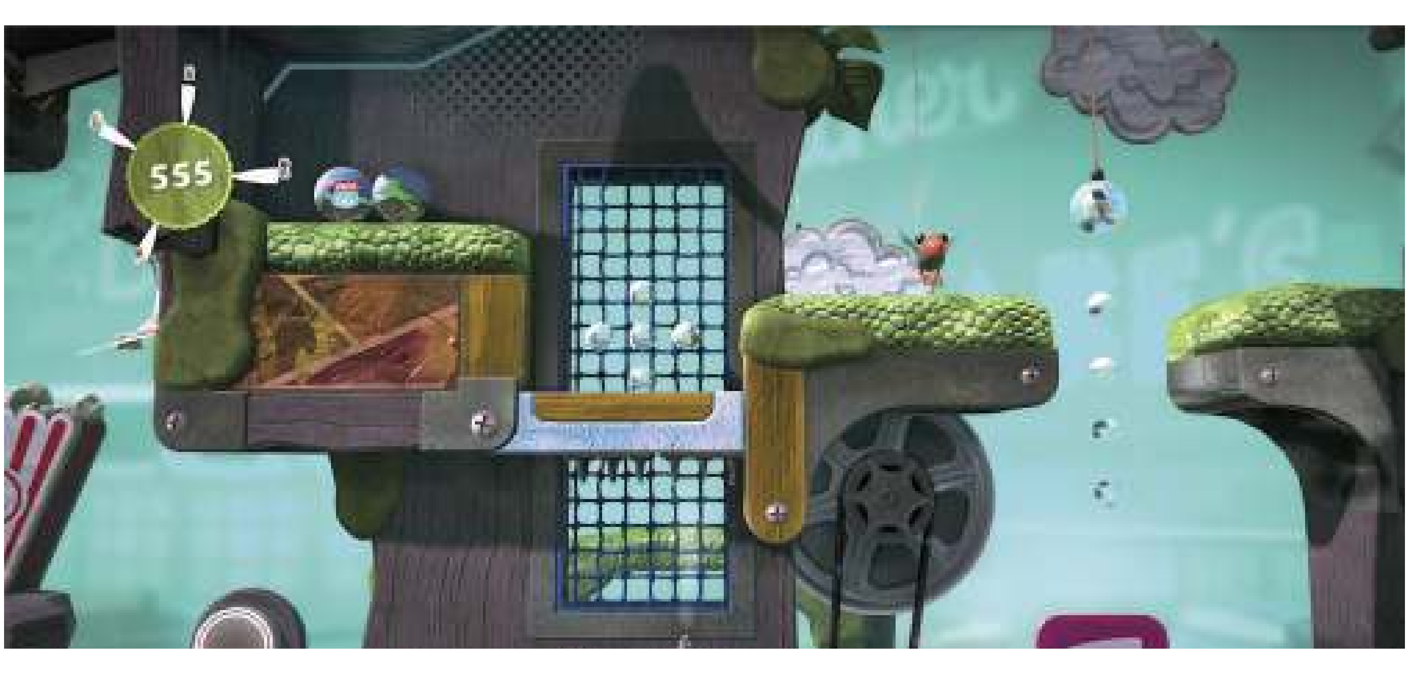
Meanwhile, Toggle should shrink down and scurry through the lower passage to pop the two Prize Bubbles underground. They offer the **It Came! Sign Sticker** and **In 3D SignSticker**.



Everyone Get Pumped!

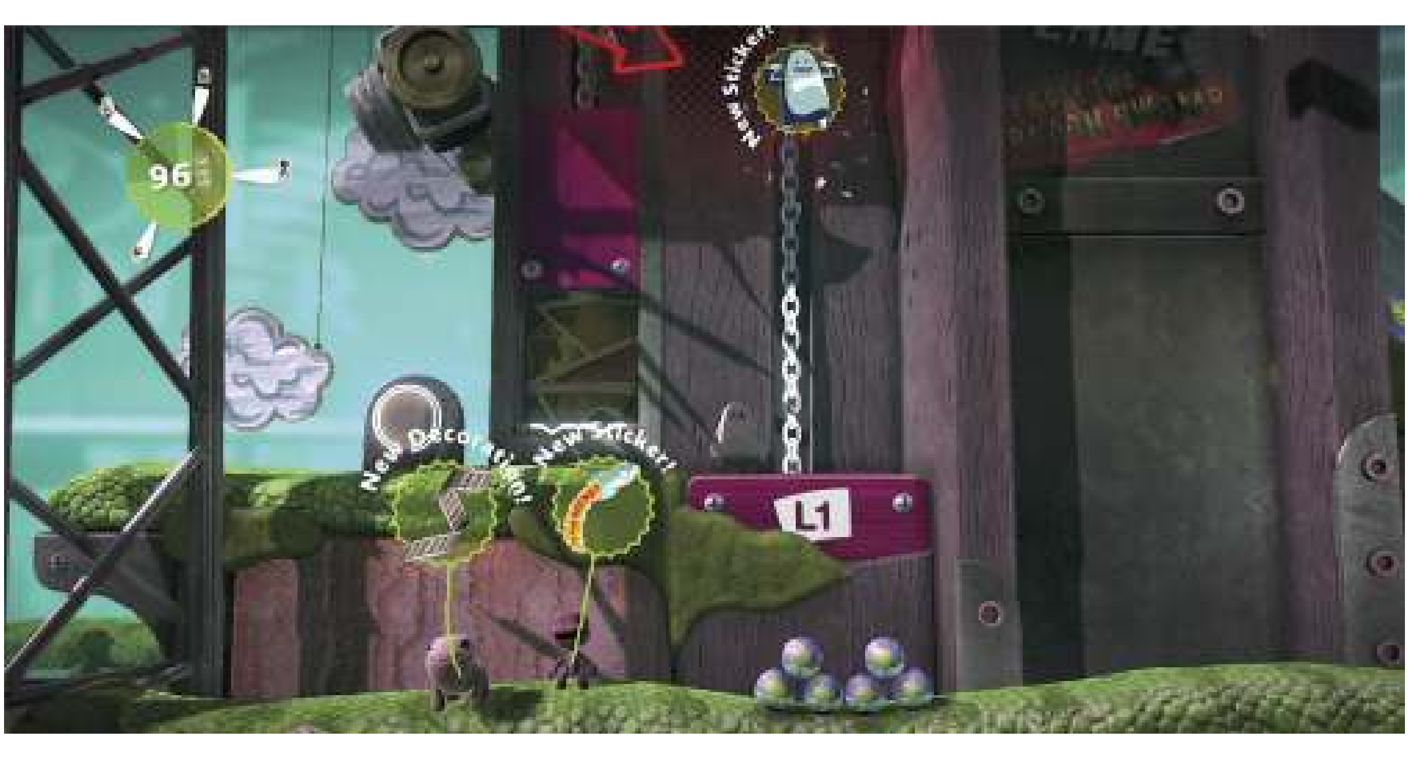
Your sack person's Pumpinator is needed to raise the threatening spikes on the barrier ahead. Once everyone is past, your sack person can climb up. Alternately, Oddsock can wall jump, or Swoop can fly, to reach the trio of Prize Bubbles tucked in the upper-left corner. They offer up the **Ooze Drip Sticker** and **Route 99 Sticker**.

Both can also easily get the dangling Prize Bubble above and to the left. Toggle, with some speed, can enlarge to weigh down the robot springs and then shrink to launch and nab it first. Either way, they all get the **Oval Stage Light Decoration**.

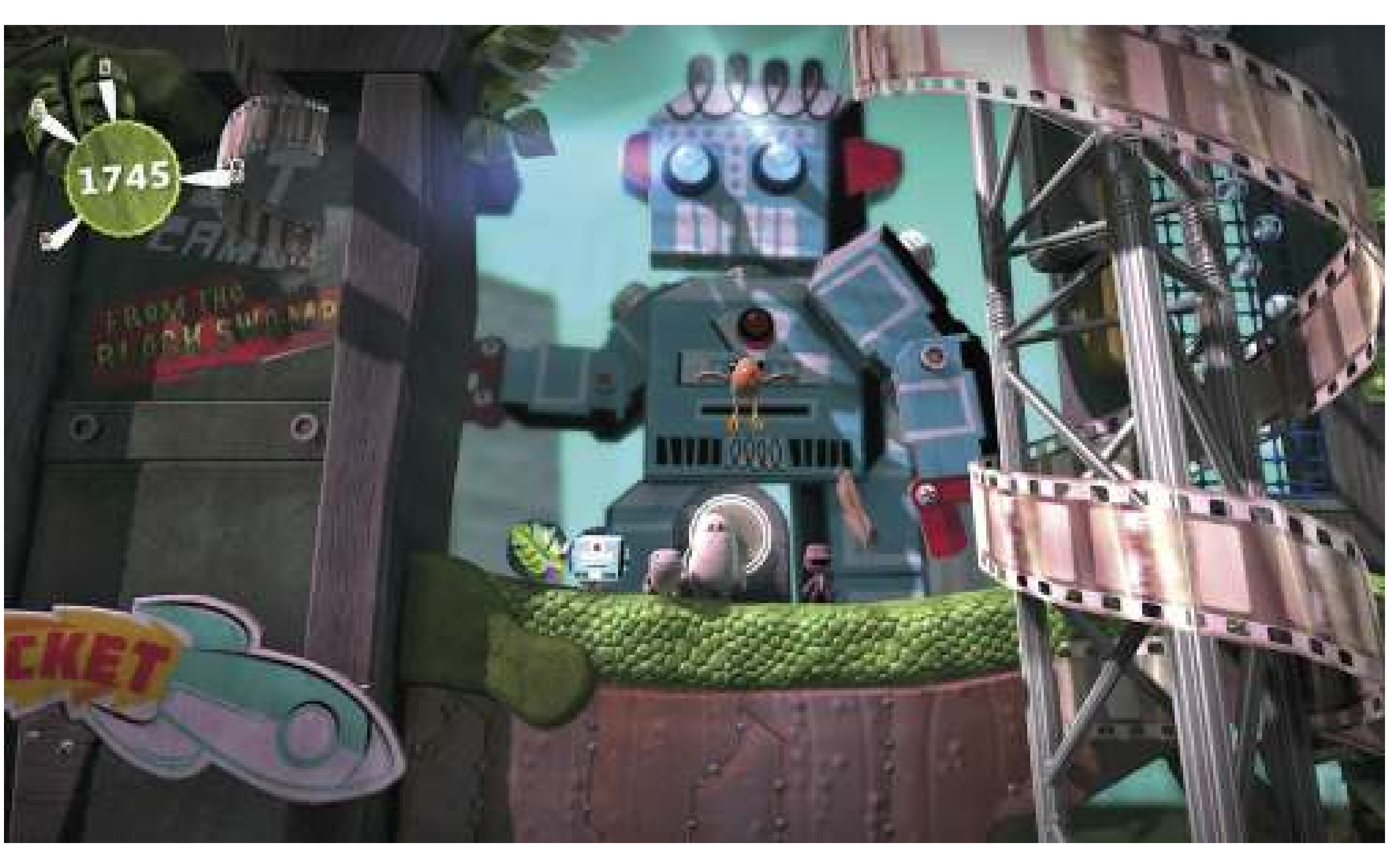


Heroes Large and Small

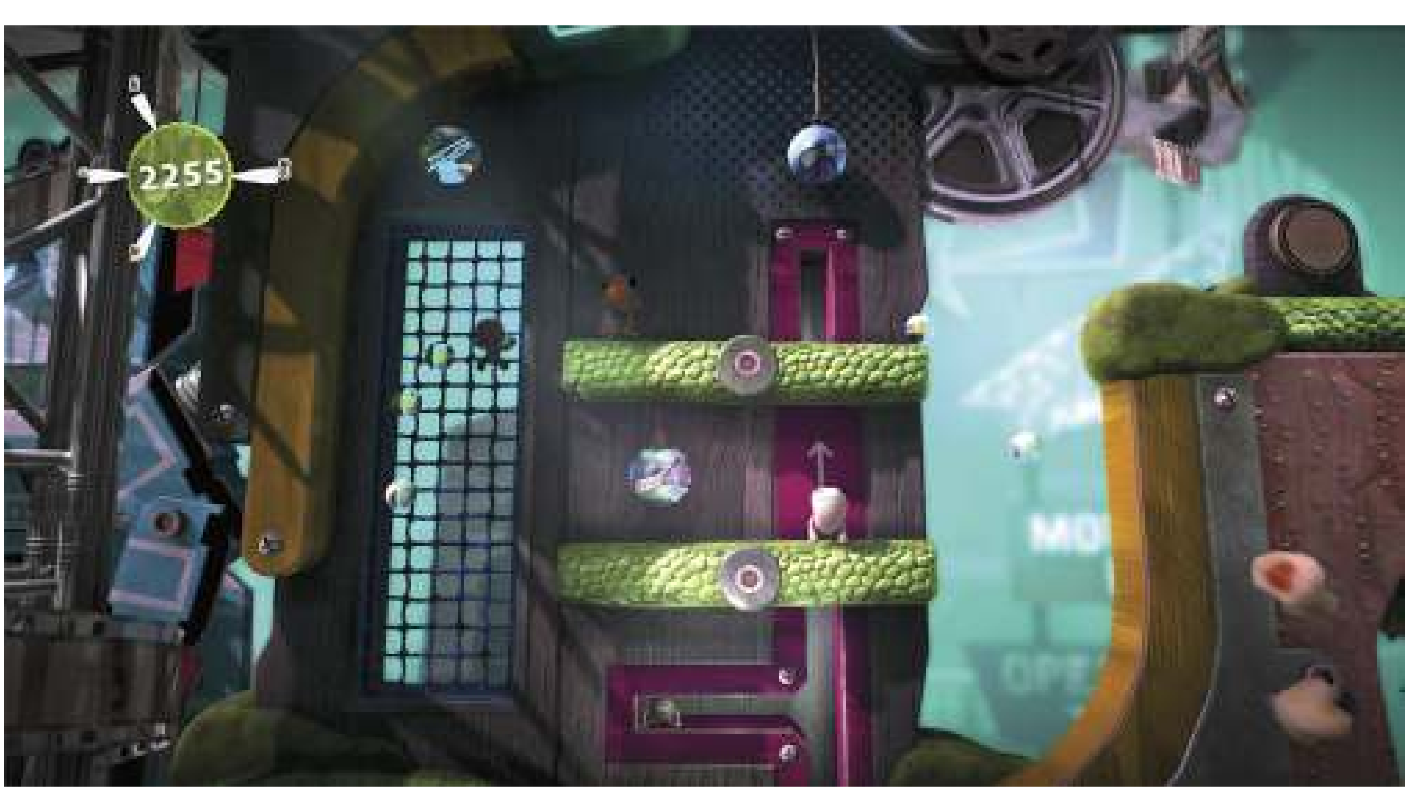
Swoop and Toggle must team up to get past the next Checkpoint. Shrink Toggle down so Swoop can grab and lift him onto the purple platform. Once Toggle enlarges, it lowers the platform and reveals the necessary Layer Launchers for everyone to proceed. They all fly through two Prize Bubbles that give up the **Movie Film Strip 3 Decoration** and **To the Rocket! Sticker**.


96
New Sticker!
New Decoration!
New Sticker!
L1

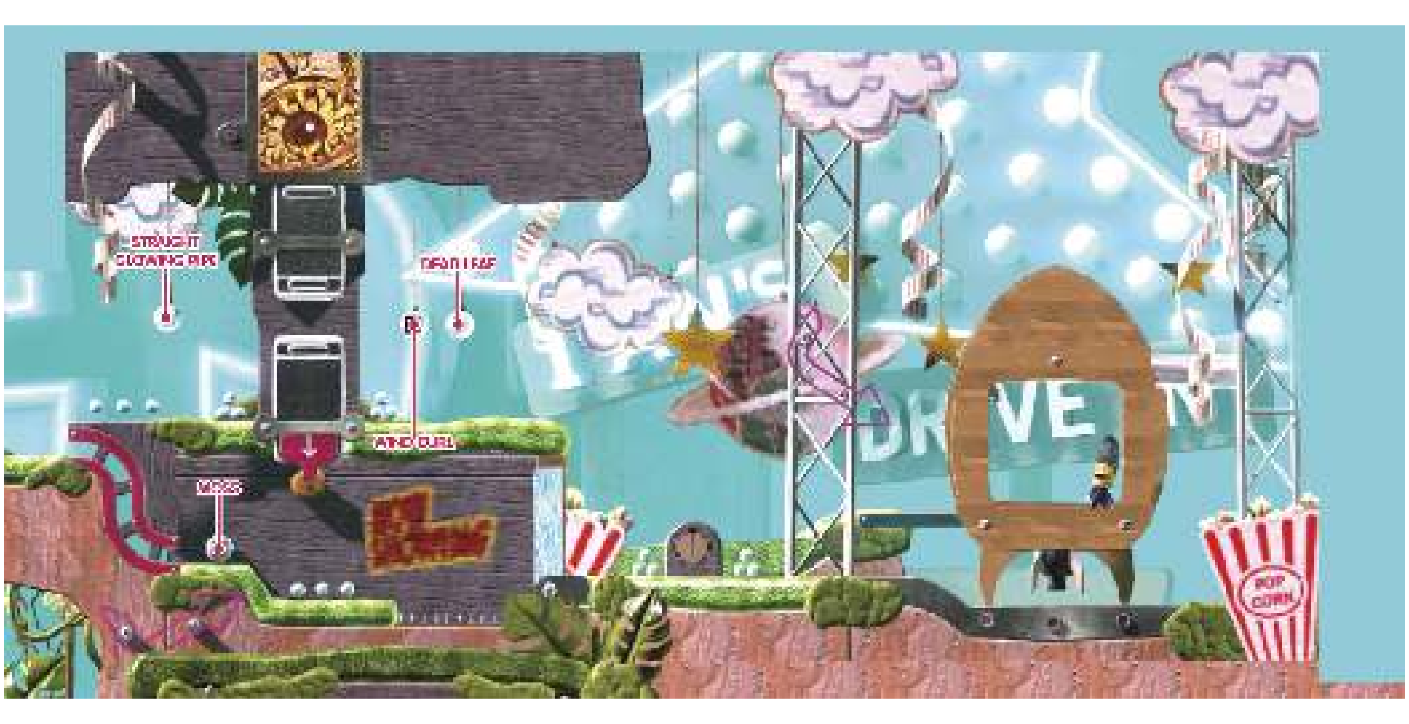
The Blue Layer Launchers ahead send everyone to the next Checkpoint, where a pair of Prize Bubbles offers the **Plastic Palm Leaf Decoration** and **Robot Body Sticker**.



Swoop can carry everyone through to the next Checkpoint if they prefer not to climb and wall jump; just don't miss the **Movie Film Strip 2 Decoration**, **Stage Truss Decoration**, and **Double Drive Belt Decoration**.

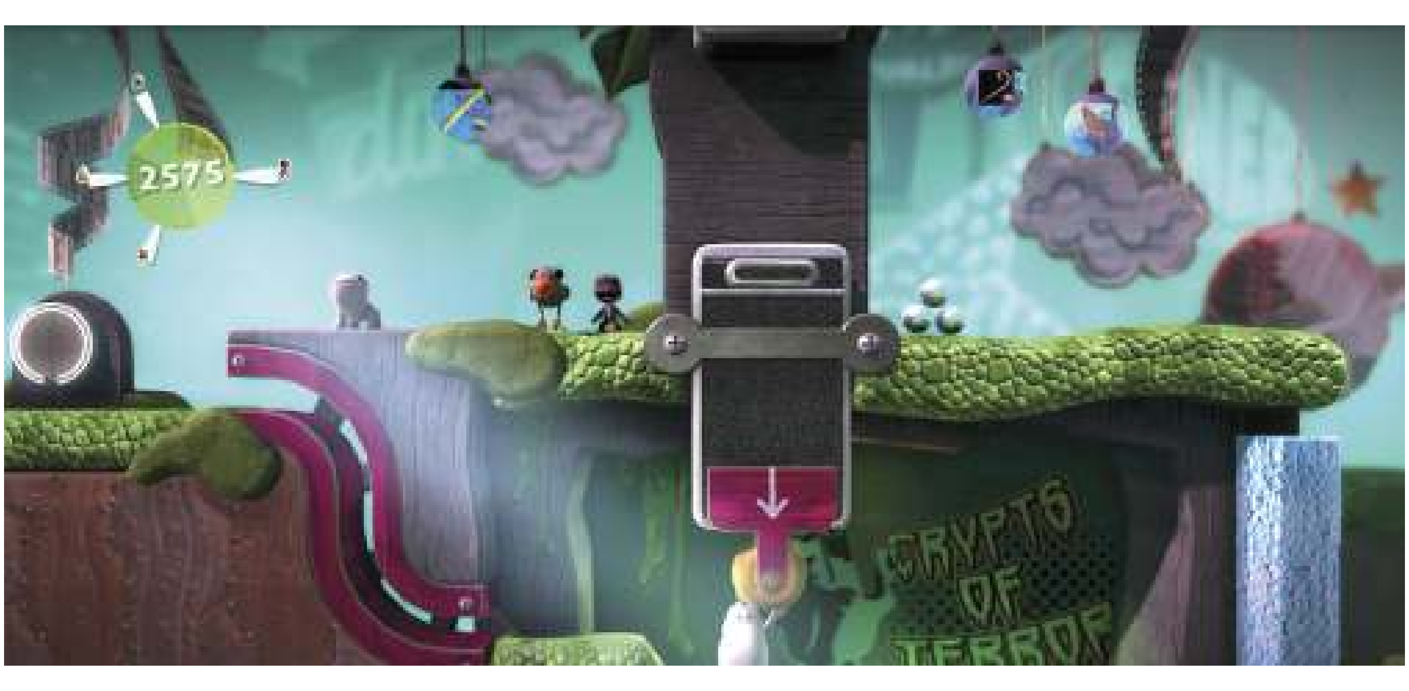


Tiny Toggle's got a job to do ahead. Shrink and drop through the narrow passage to the underground cavern. Pop the Prize Bubble there for the **Moss Material**. Then, grab the sponge and grow to pull down an obstacle and clear the way for the rest of your team.

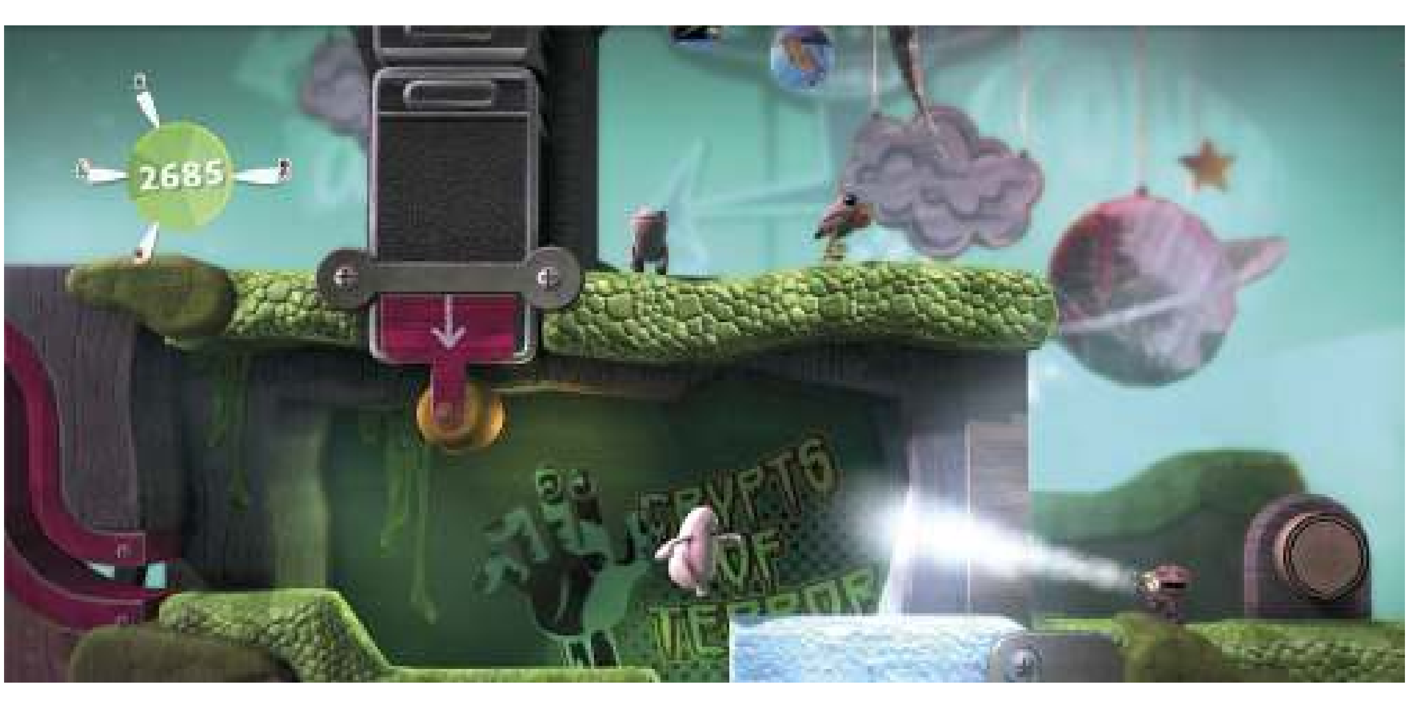

STRAIGHT GLOWING PIPE
DEAD LEAF
WIND CURL
MOSS

Reunited

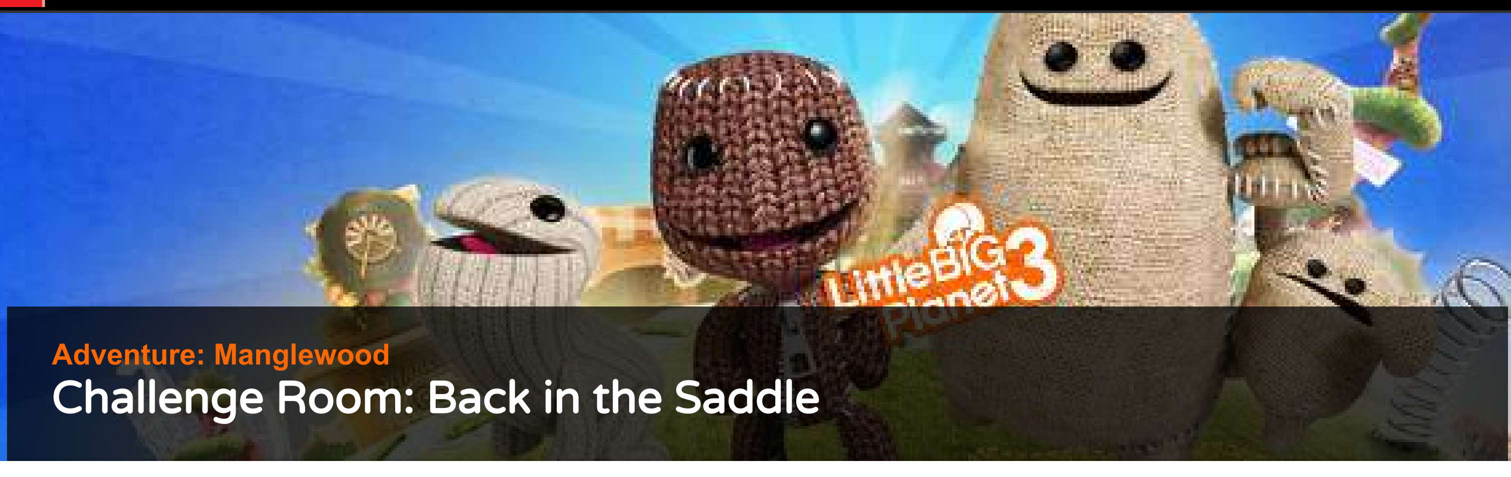
While waiting, Swoop can pop the lingering Prize Bubble for the **Straight Glowing Pipe Decoration**. Once on the other side, he can also get the two Prize Bubbles there for the **Wind Curl Decoration** and **Dead Leaf Decoration**.


2575
CRYPTS OF TERROR

For Toggle to rejoin the group, your sack person must blow down the blue wall with the Pumpinator.


2685
CRYPTS OF TERROR

And there you have it! The rocket's cockpit is ready and waiting. Go ahead and take off with Marlon Random into orbit and super-stardom!



Adventure: Manglewood

Challenge Room: Back in the Saddle

Prize Bubble Pick-Ups

☑	STICKERS
☐	FILM CLAPPERBOARD

☑	COSTUMES
☐	COACH ROCK WHISTLE
☐	COACH ROCK JERSEY & WRISTBANDS
☐	FILM CLAPPERBOARD
☐	COACH ROCK GOAL POST HELMET
☐	COACH ROCK BOOTS
☐	COACH ROCK SHORTS & KNEE PADS
☐	COACH ROCK MEGAPHONE
☐	COACH ROCK SKIN

Level Complete Gifts

☑	PRIZES
☐	MOVIE FILM STRIP 4
☐	FETE TOKEN

☑	AUDIO
☐	"CRIME SCENE"

Collected All Gifts

☑	PRIZES
☐	MOVIE FILM STRIP 1
☐	MOVIE CAMERA
☐	CAMERA SHUTTER

Aced Level Gifts

☑	PRIZES
☐	TAR
☐	METAL BARK
☐	SOLDERED COPPER

Coach Rock is skeptical of Oddsock's shape after so many years away. A strenuous test lies ahead, confining our hero to a small arena located somewhere amid the abandoned sets and back lots remaining from Manglewood's glamorous past. Oddsock's got to show off the chops it takes to take down Newton. Rush through this obstacle course with finesse, hitting every sensor pad before time expires.

WALL-TO-WALL ACTION

Green is Good

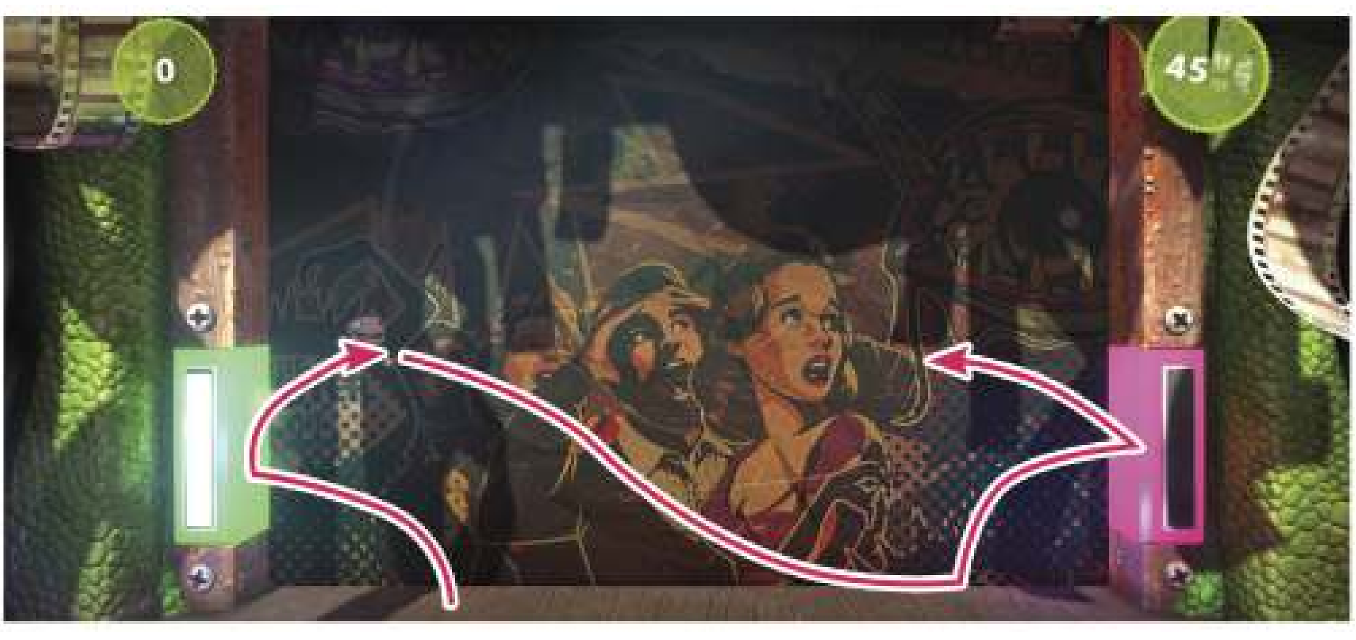
This Challenge Room lives up to the title, taking place within the same four walls. But, oh, what an immense amount of running and jumping Coach Rock manages to fit within this small space.

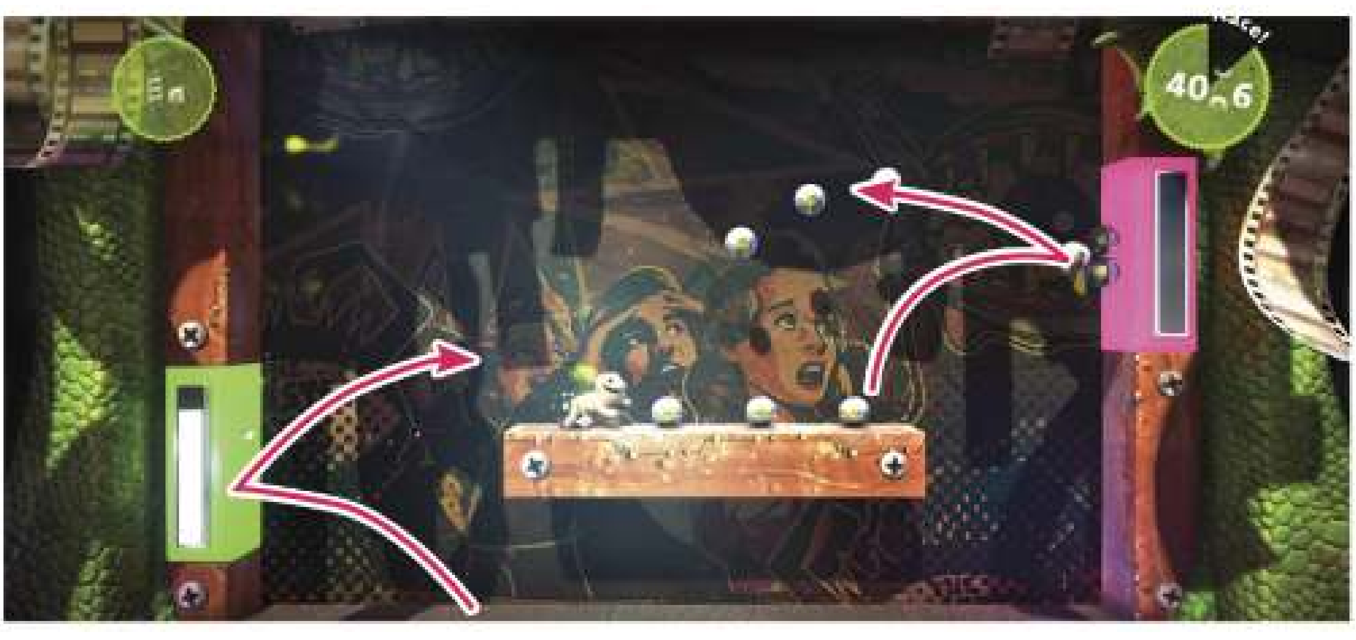
To pass the test, Oddsock must traverse a series of walls and platform arrangements, hitting the pink sensor surfaces to switch them to green. Once switched, visible meters count down before they reset to being pink. All sensors surfaces need to be green to activate the next acrobatic challenge configuration.

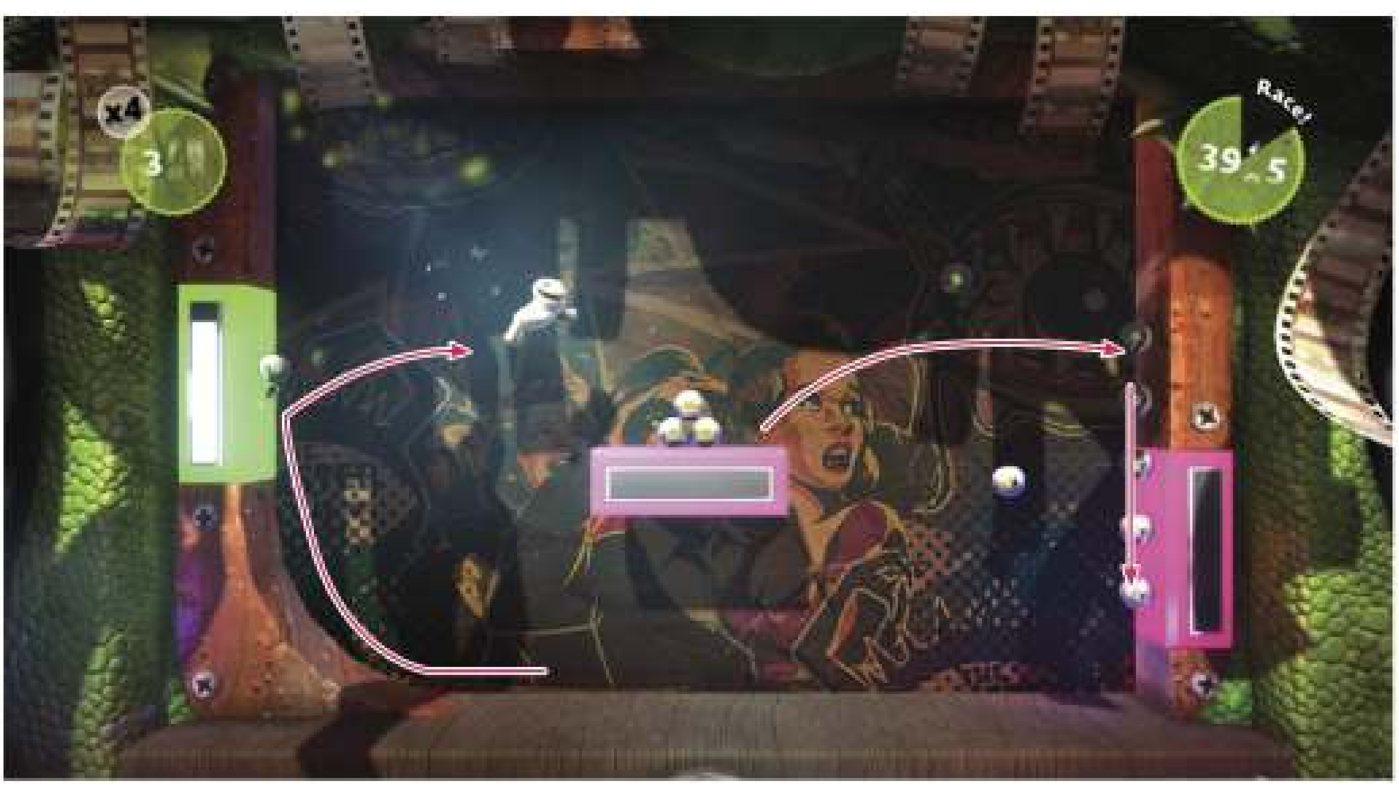
After a brief countdown, Oddsock has to get a move on!

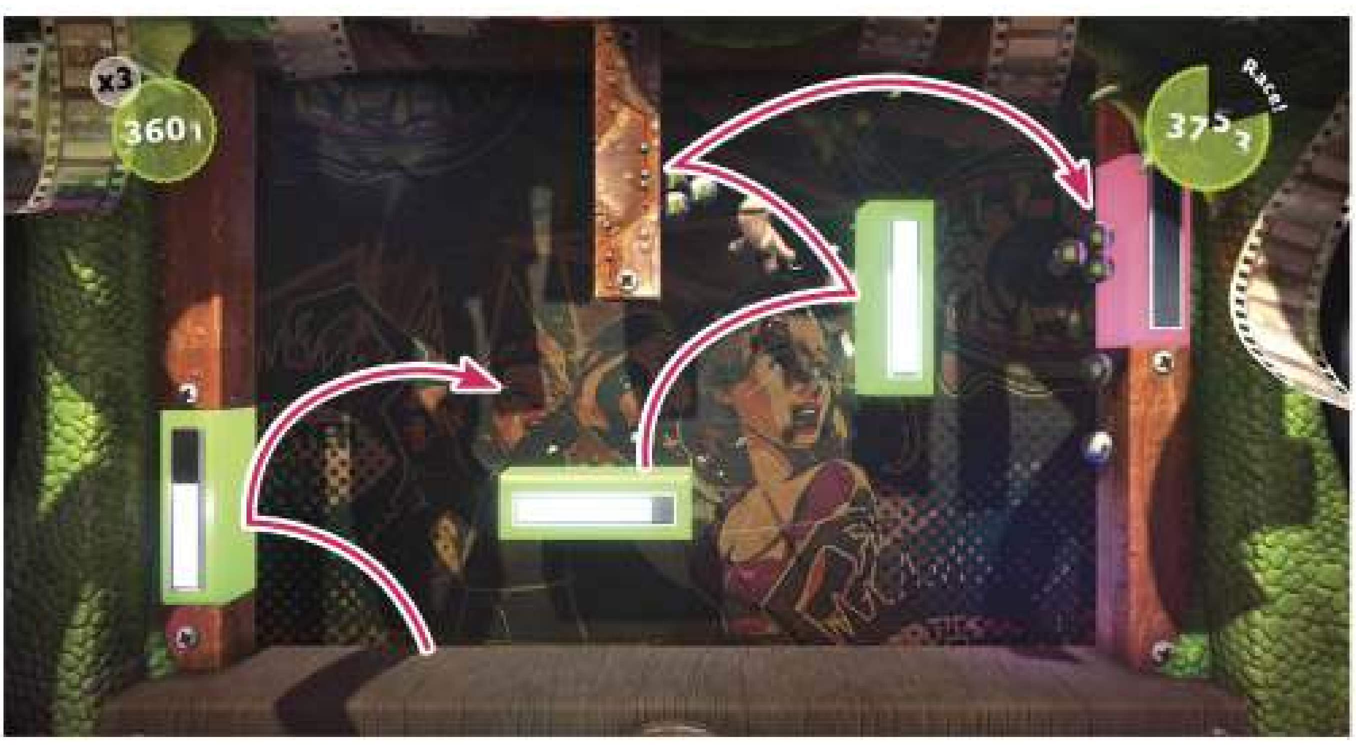
Hitting Your Marks

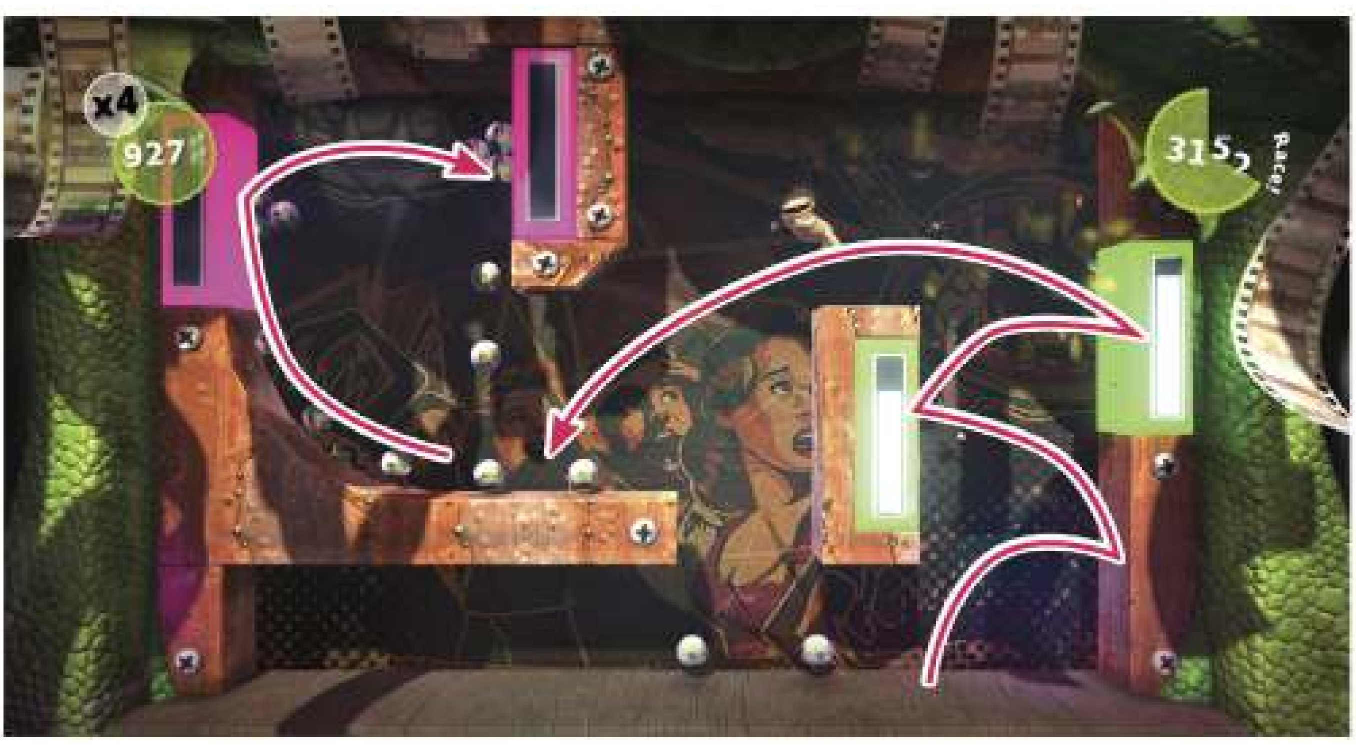
To ensure that you finish in time, follow the ideal routes indicated by the arrows in the following screens.

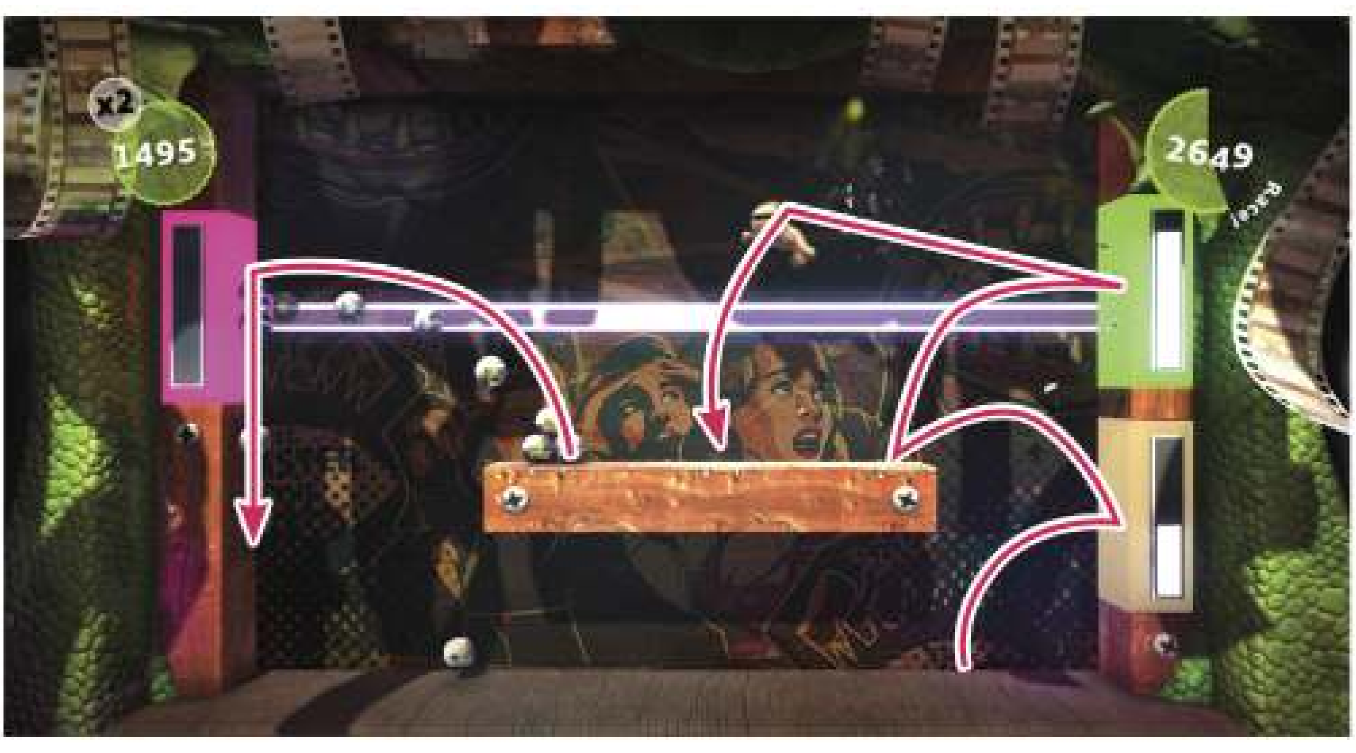


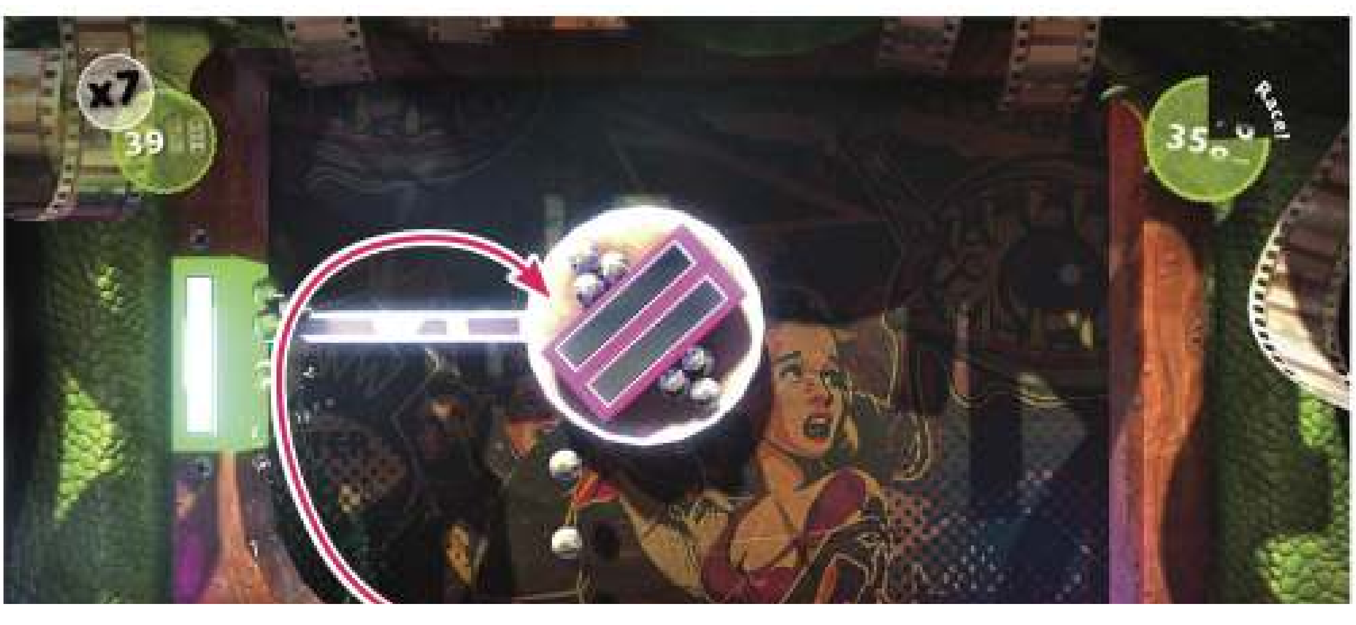


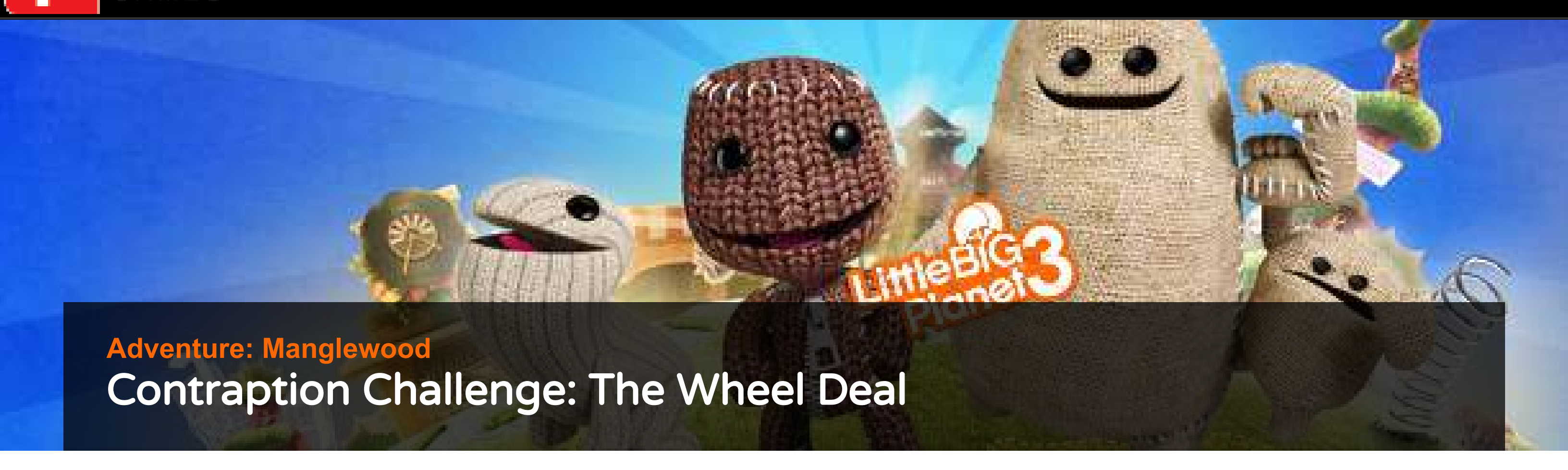






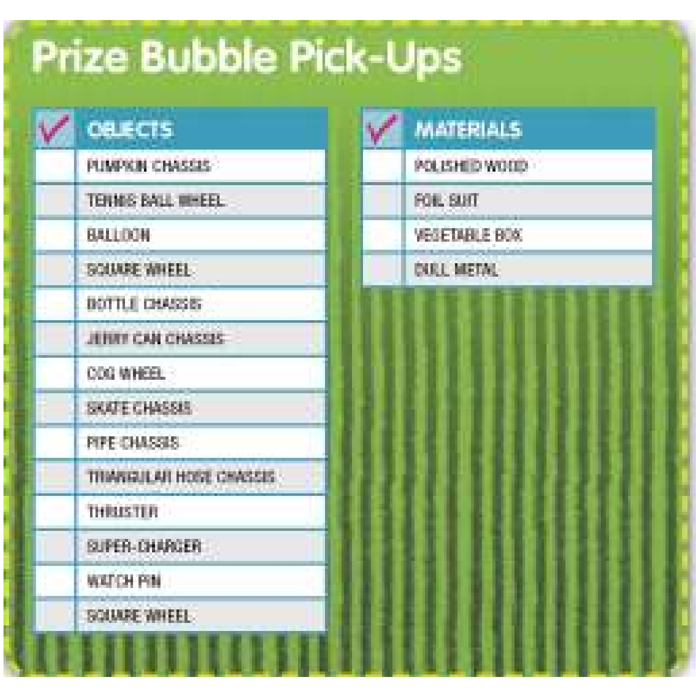






Adventure: Manglewood

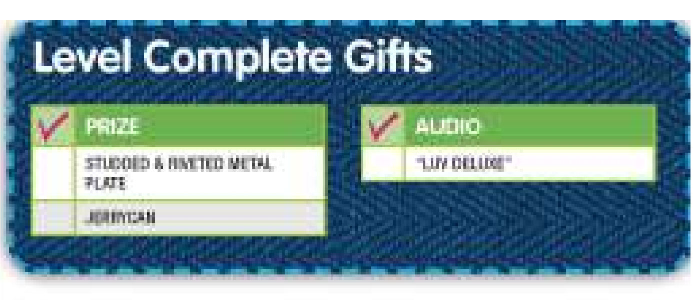
Contraption Challenge: The Wheel Deal



Prize Bubble Pick-Ups

✓	OBJECTS
☐	PUMPKIN CHASSIS
☐	TENNIS BALL WHEEL
☐	BALLOON
☐	SQUARE WHEEL
☐	BOTTLE CHASSIS
☐	JERRY CAN CHASSIS
☐	COG WHEEL
☐	SKATE CHASSIS
☐	PIPE CHASSIS
☐	TRIANGULAR HOSE CHASSIS
☐	THRUSTER
☐	SUPER-CHARGER
☐	WATCH PIN
☐	SQUARE WHEEL

✓	MATERIALS
☐	POLISHED WOOD
☐	FOIL SUIT
☐	VEGETABLE BOX
☐	DULL METAL



Level Complete Gifts

✓	PRIZE
☐	STUDDED & RIVETED METAL PLATE
☐	JERRYCAN

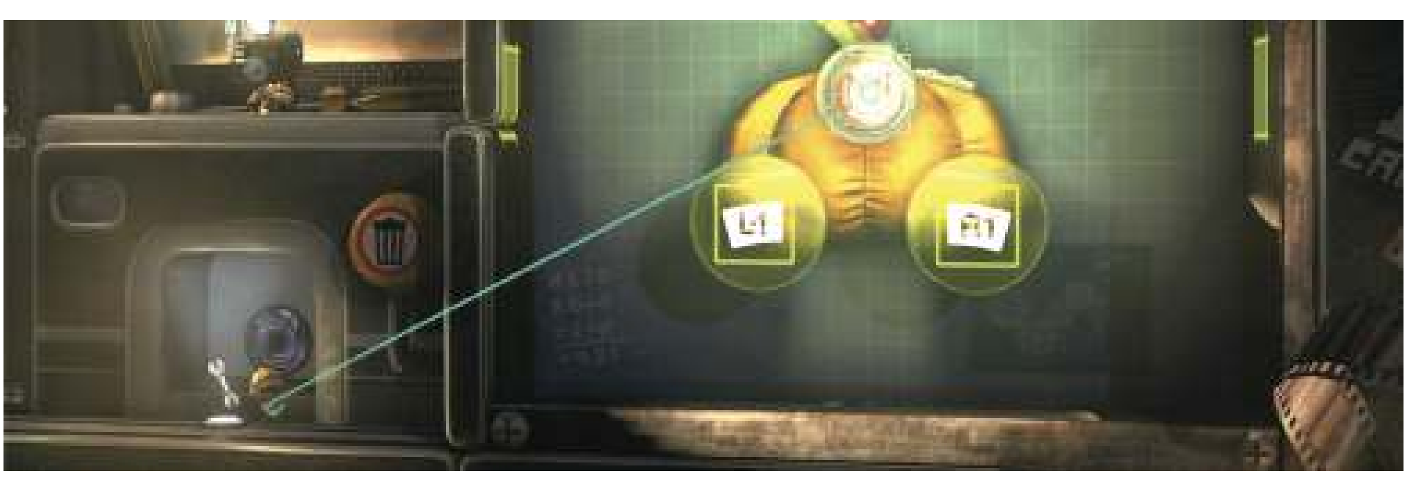
✓	AUDIO
☐	"LUV DELUXE"

Que pasa? Are you ready to burn some rubber? If you've got the need for speed, The Wheel Deal is the Contraption Challenge for you. Assemble a hot rod that can best the current champion, Gustavo.

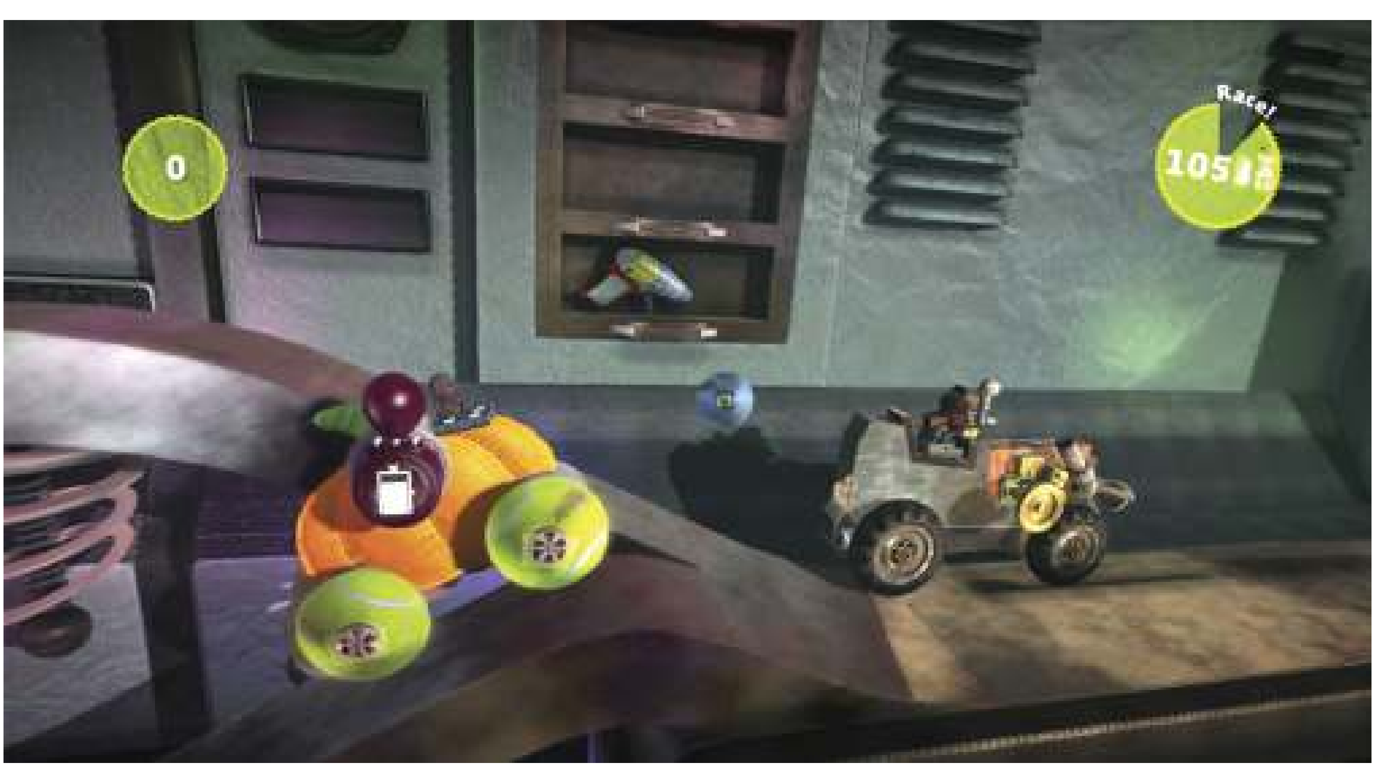
BURNING RUBBER

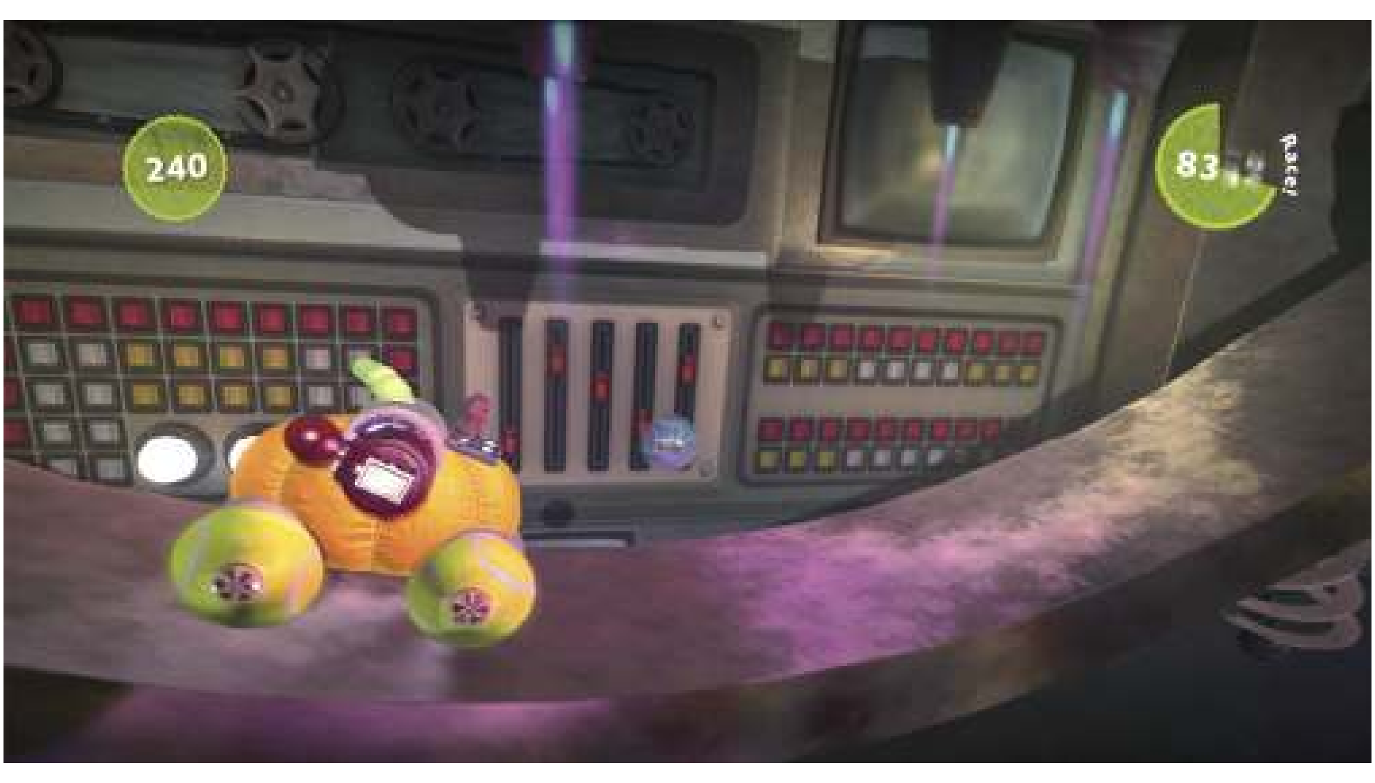
Components of Victory

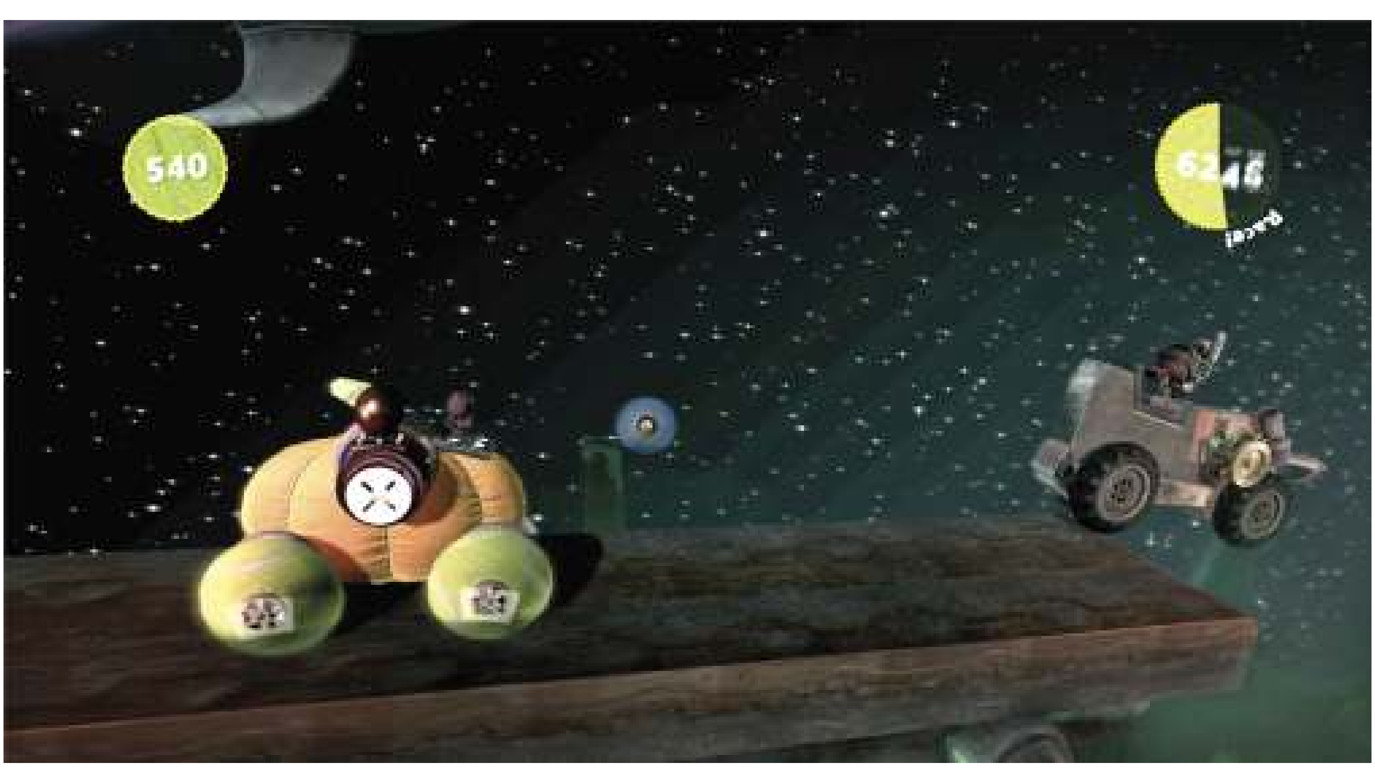
Gustavo's a sporting challenger. He offers the starting parts you need to build a competitive ride. Assemble each piece of the car as he supplies them: **Pumpkin Chassis Object** with **Tennis Ball Wheel Object** in both front and rear wheel positions marked with L1 and R1. It may seem odd for a race, but go ahead and place the **Balloon Object** over the area labeled with ⊗.

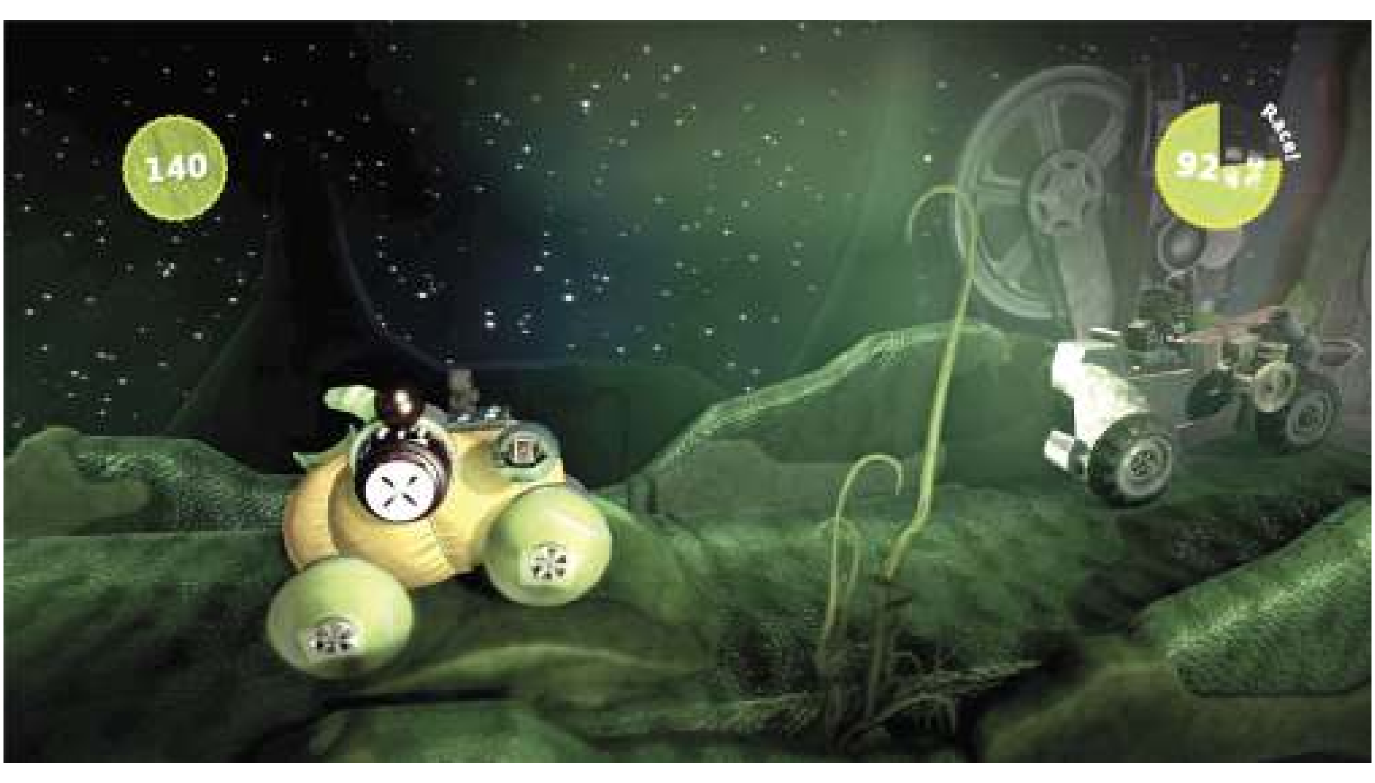


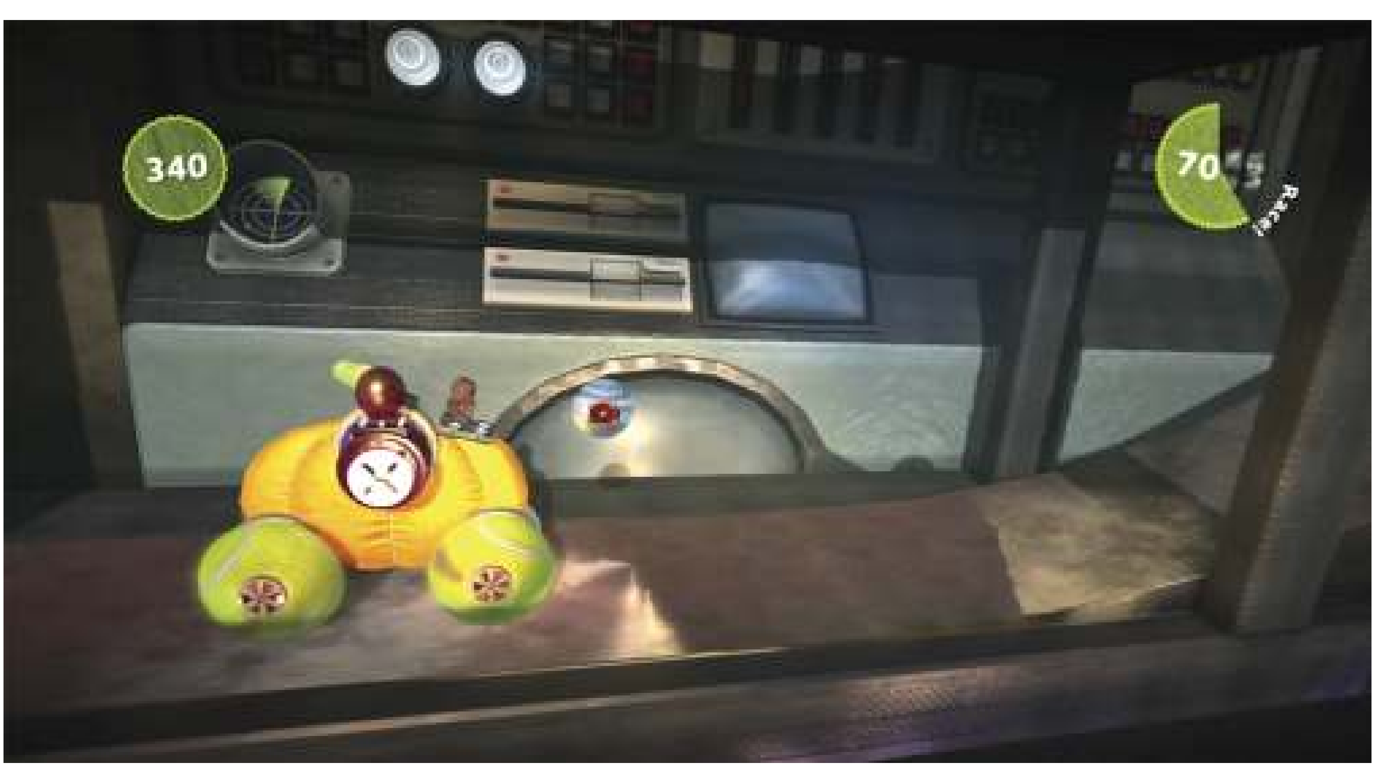
Your first time out is going to be rough. Focus less on beating Gustavo than on collecting Prize Bubbles. Keeping a low profile throughout nets you the **Square Wheel Object**, **Flipper Object**, **Bottle Chassis Object**, **Jerry Can Chassis Object**, **Cog Wheel Object**, **Skate Chassis Object**, and **Toy Car Wheel Object**.

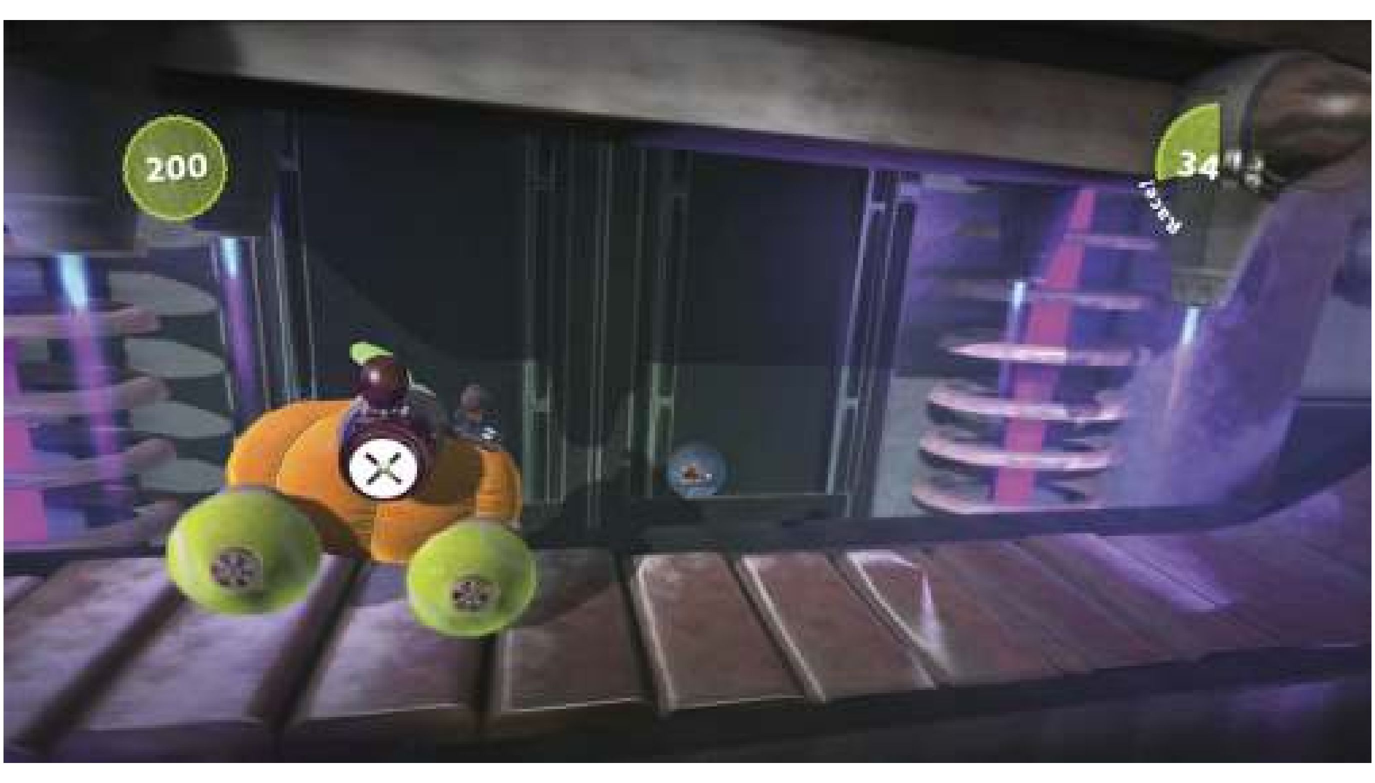






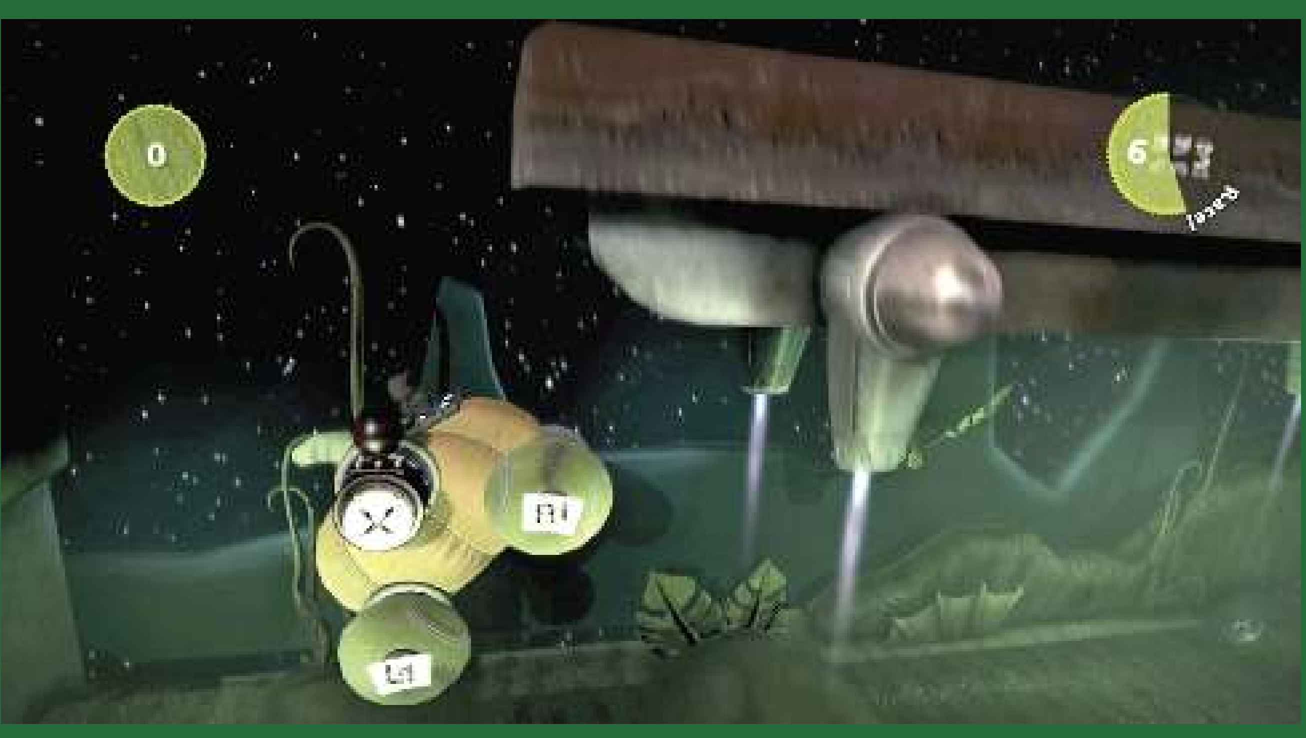


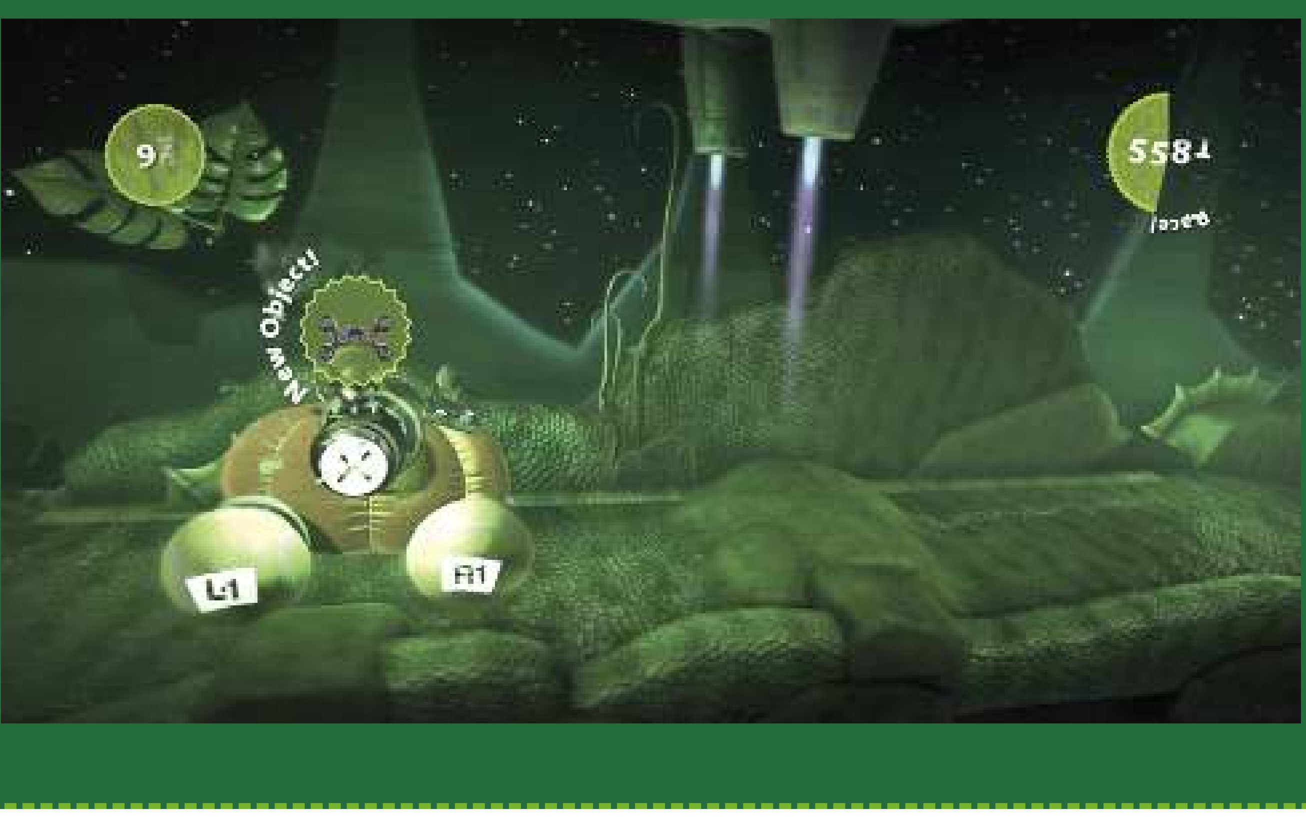




LAST, BUT NOT LEAST

To get one particular Prize Bubble, you have no choice but to virtually toss in the towel. As your car approaches a green ramp in front of the rolling camera, slow down! Dropping down below reveals the presence of a Prize Bubble containing the **Pipe Chassis Object**.





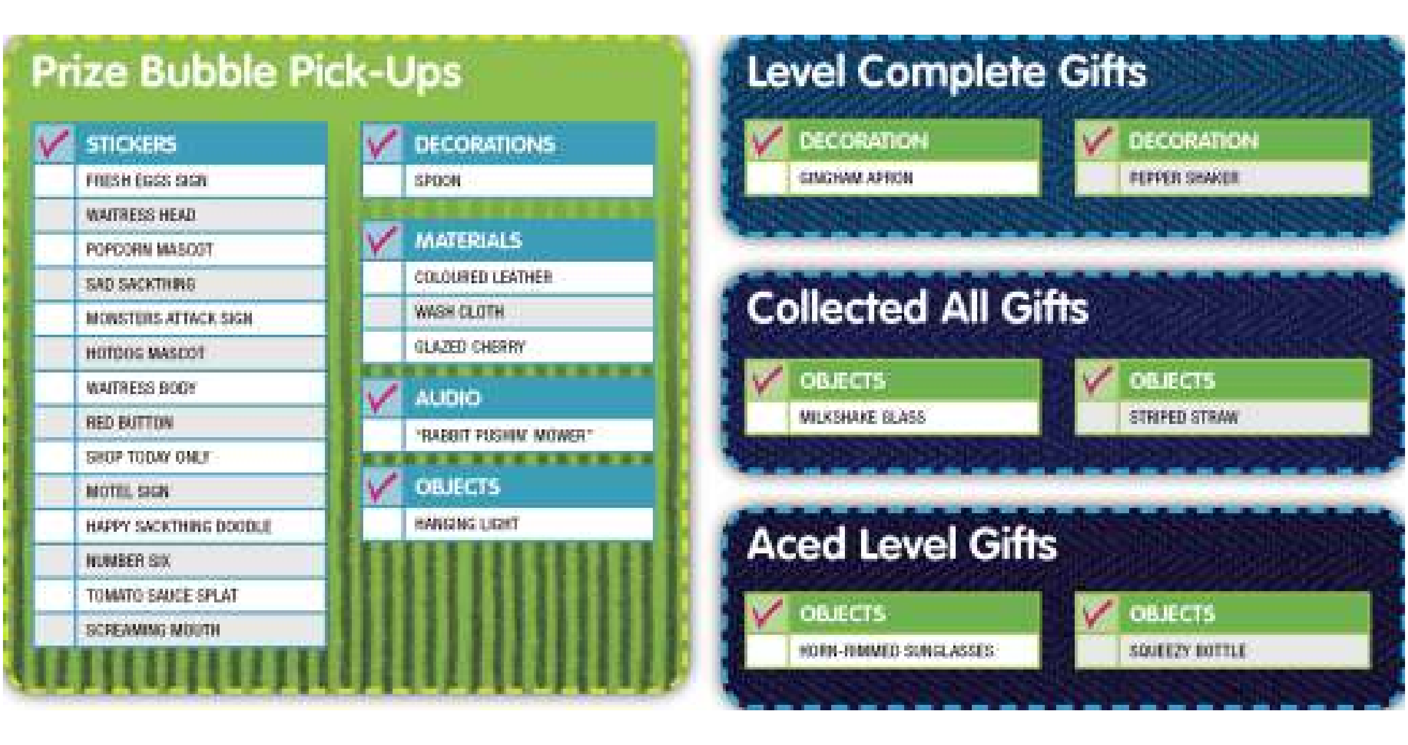
Race for the Prizes

You can build a better ride with these parts the next time you race Gustavo. However, you can have even more options in the shop when using the Balloon at strategic points to snatch Prize Bubbles resting high above.

LittleBIG Planet 3

Adventure: Manglewood

Challenge Room: Guess Who's Coming to Dinner?



Prize Bubble Pick-Ups

☑	STICKERS
☐	FRESH EGGS SIGN
☐	WAITRESS HEAD
☐	POPCORN MASCOT
☐	SAD SACKTHING
☐	MONSTERS ATTACK SIGN
☐	HOTDOG MASCOT
☐	WAITRESS BODY
☐	RED BUTTON
☐	SHOP TODAY ONLY
☐	MOTEL SIGN
☐	HAPPY SACKTHING DOODLE
☐	NUMBER SIX
☐	TOMATO SAUCE SPLAT
☐	SCREAMING MOUTH

☑	DECORATIONS
☐	SPOON

☑	MATERIALS
☐	COLOURED LEATHER
☐	WASH CLOTH
☐	GLAZED CHERRY

☑	AUDIO
☐	"RABBIT PUSHIN' MOWER"

☑	OBJECTS
☐	HANGING LIGHT

Level Complete Gifts

☑	DECORATION	☑	DECORATION
☐	GINGHAM APRON	☐	PEPPER SHAKER

Collected All Gifts

☑	OBJECTS	☑	OBJECTS
☐	MILKSHAKE GLASS	☐	STRIPED STRAW

Aced Level Gifts

☑	OBJECTS	☑	OBJECTS
☐	HORN-RIMMED SUNGLASSES	☐	SQUEEZY BOTTLE

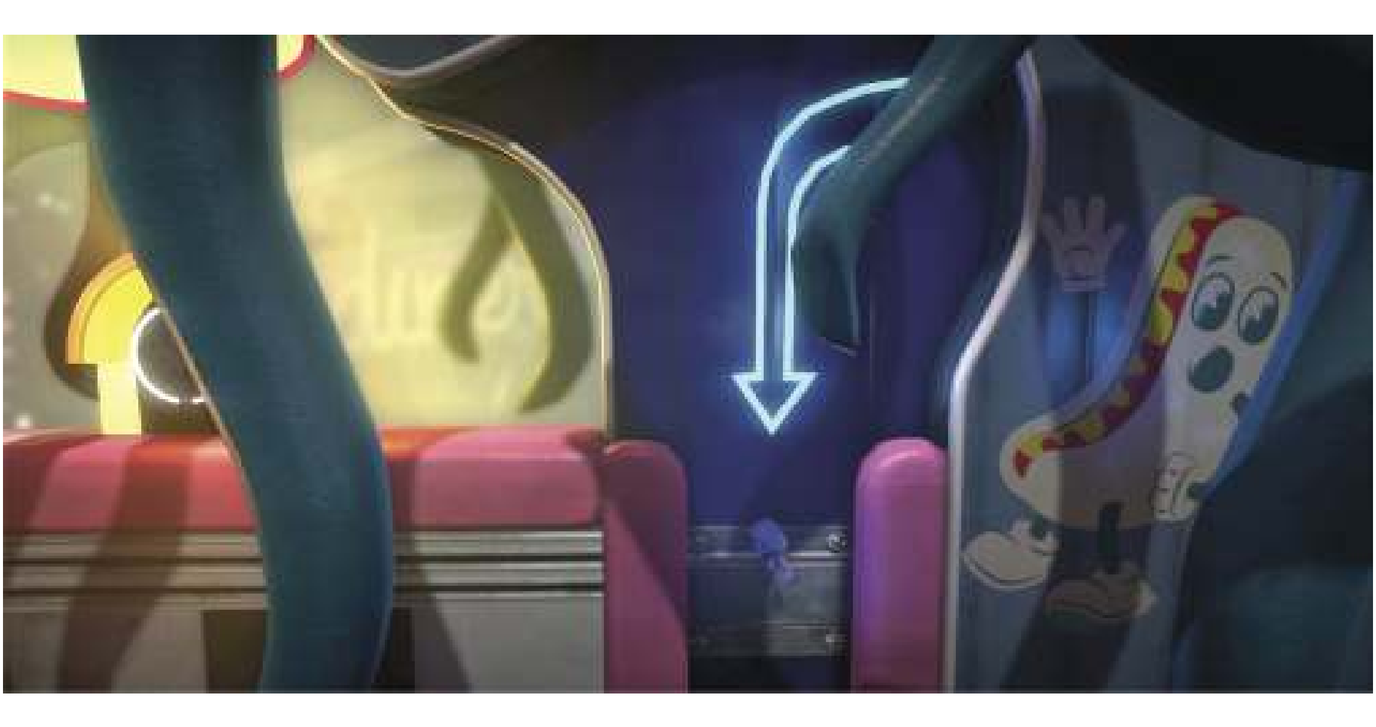
Shakes aren't everyone's cup of tea, so to speak. Your sack person has been lured into a rather devious diner by a sinister, hamburger-headed host by the name of Irene. She's insisted that "Matilda the Ravenous" is threatening to shut down the kitchen altogether. Could this have something to do with the rash of disappearances lately?

SACK PERSON SPLIT

All for One, One for All

There's nowhere to go besides following the flashing blue arrow. Direct your sack person to drop into the mysterious machinery that churns out this diner's specialty.

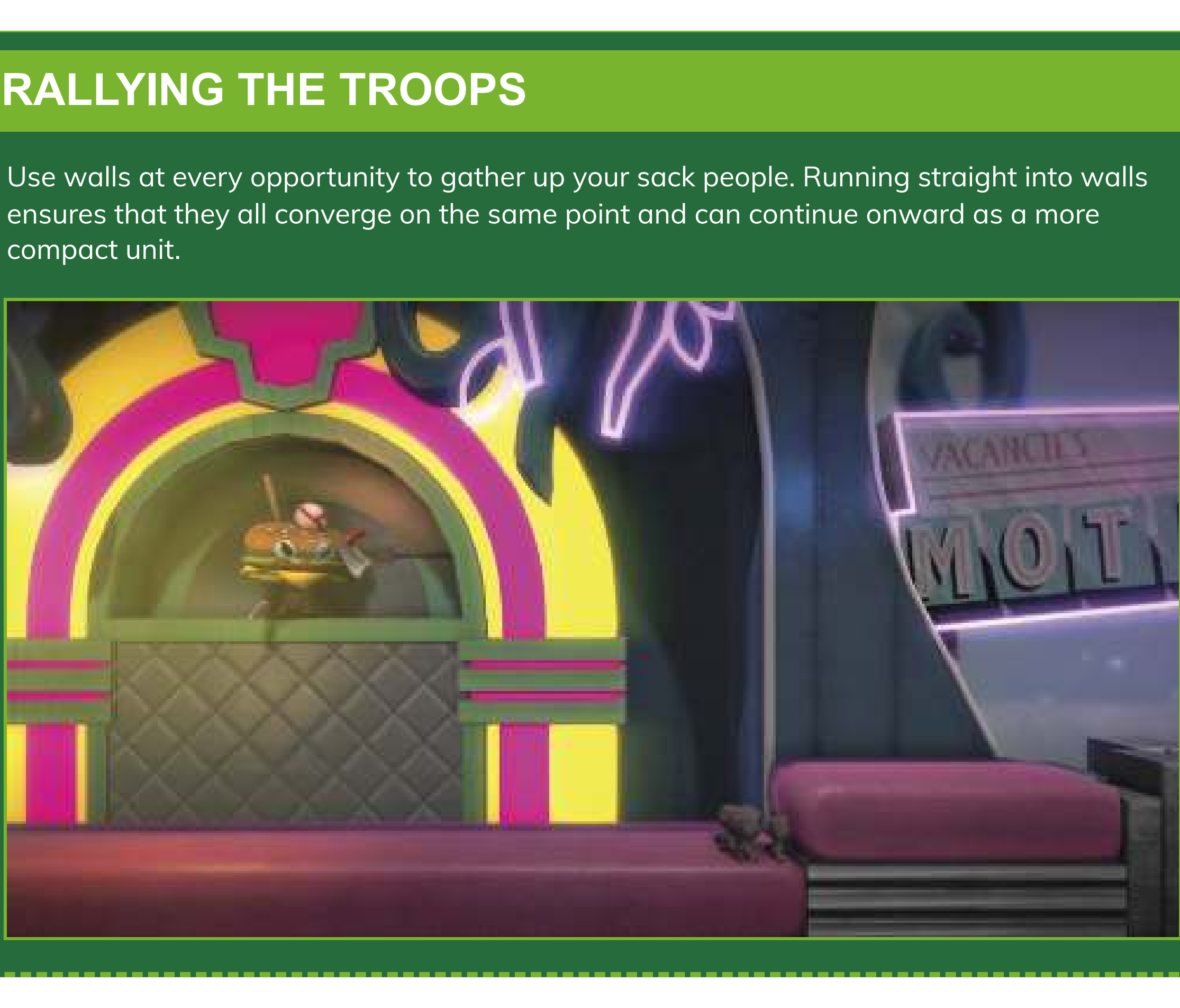
What a shock! Your sack person has fallen into a trap and is now eight tiny sack people. All move in perfect synchronicity. But beware: obstacles can separate them and result in lost sack personages. In order to collect everything that this level rewards, you must preserve at least six until the very end.



Irene insists that your sack person feed its many selves to Matilda, located deep in the diner's underbelly. With no direction to go but rightward, get a move on that way, and hope Matilda doesn't chew thoroughly!

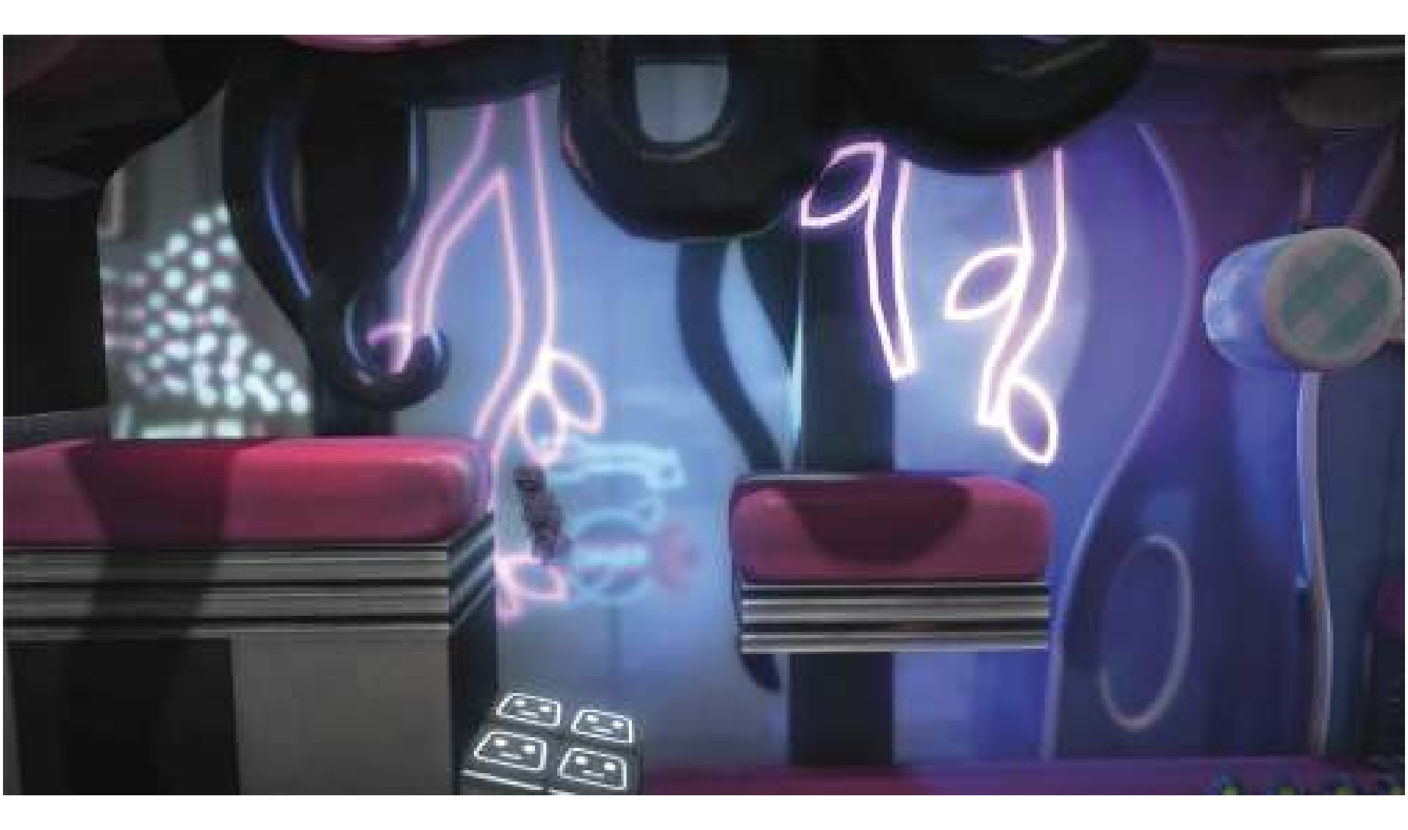
RALLYING THE TROOPS

Use walls at every opportunity to gather up your sack people. Running straight into walls ensures that they all converge on the same point and can continue onward as a more compact unit.

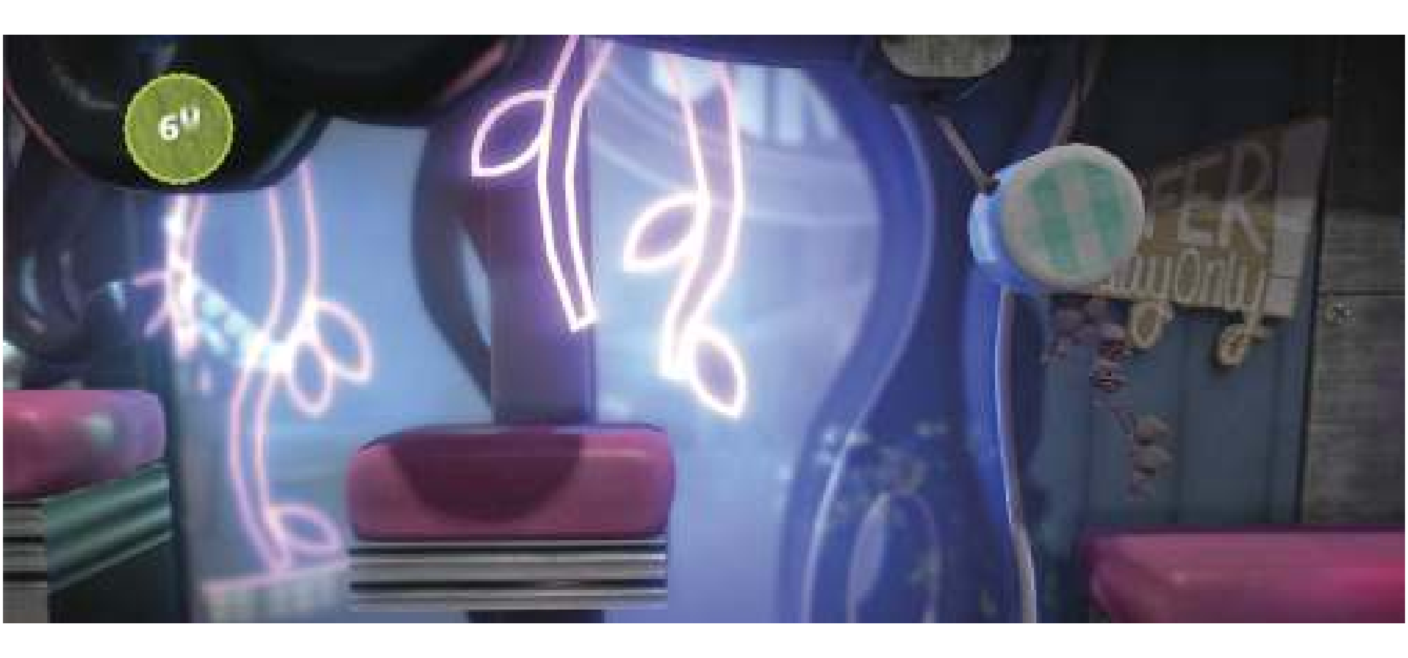


After getting separated by some shakily moving metal pylons, your sack people all soon funnel back together in a narrow passage. A round gate turns, dropping them down onto a cushiony platform.

Be cautious around the drop-off ahead. Don't rush off it; just let the sack people fall, and then guide them left while in mid-air to press against the wall. They all fall onto the Bounce Pads as one and are propelled together to the platform.

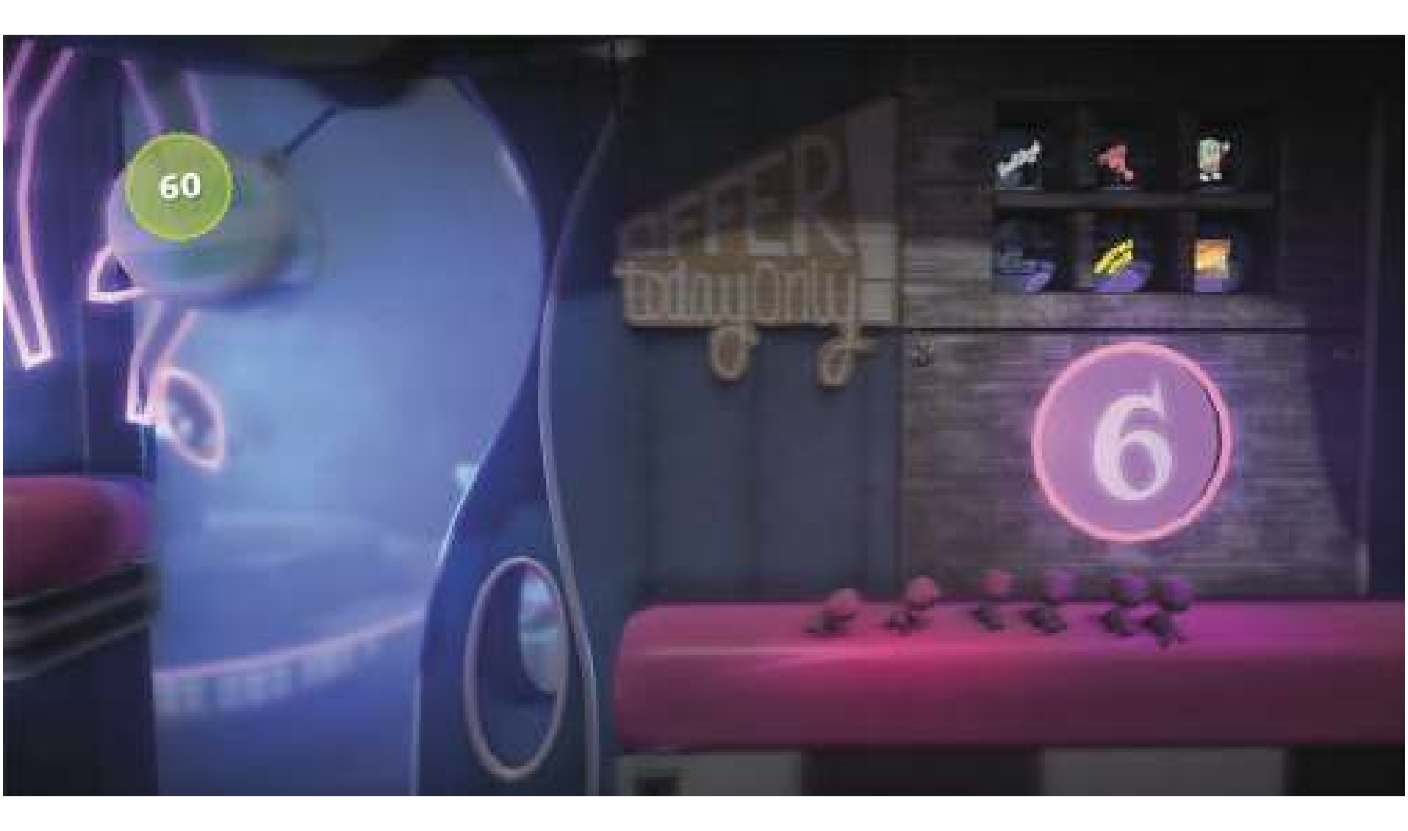


Run to the right, and jump toward the checkered circle hanging from the ceiling. Grab it, and your sack people should all be holding on to either it or each other. Swing forward and release their grasp to land safely. Try not to lose any to the exposed appliance circuitry below.

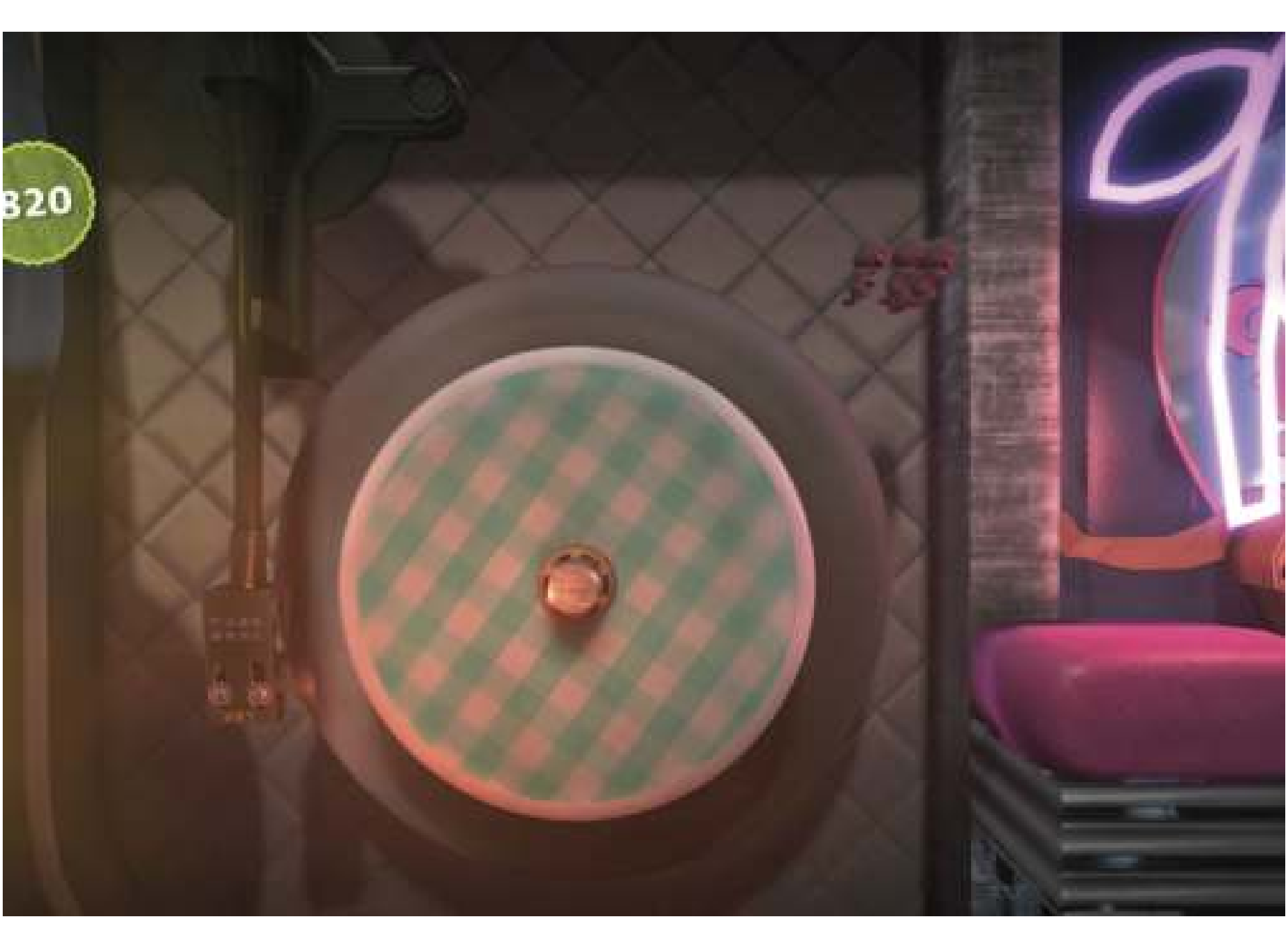


Six and Up

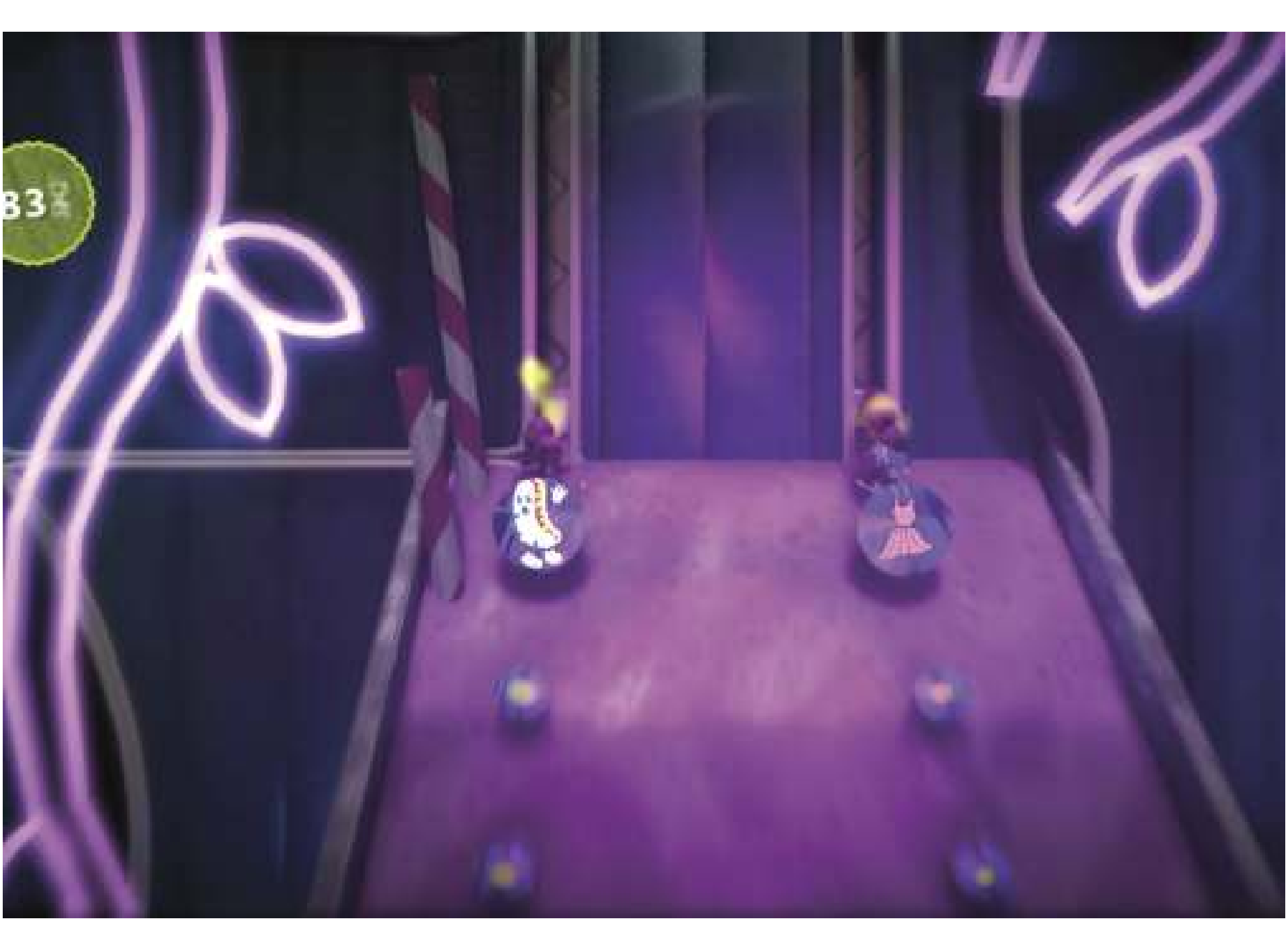
For having preserved at least six sack people thus far, you are awarded six Prize Bubbles containing the **Fresh Eggs Sign Sticker**, **Waitress Head Sticker**, **Popcorn Mascot Sticker**, **Sad Sackthing Doodle Sticker**, **Monsters Attack Sign Sticker**, and **"Rabbit Pushin' Mower" Audio**.



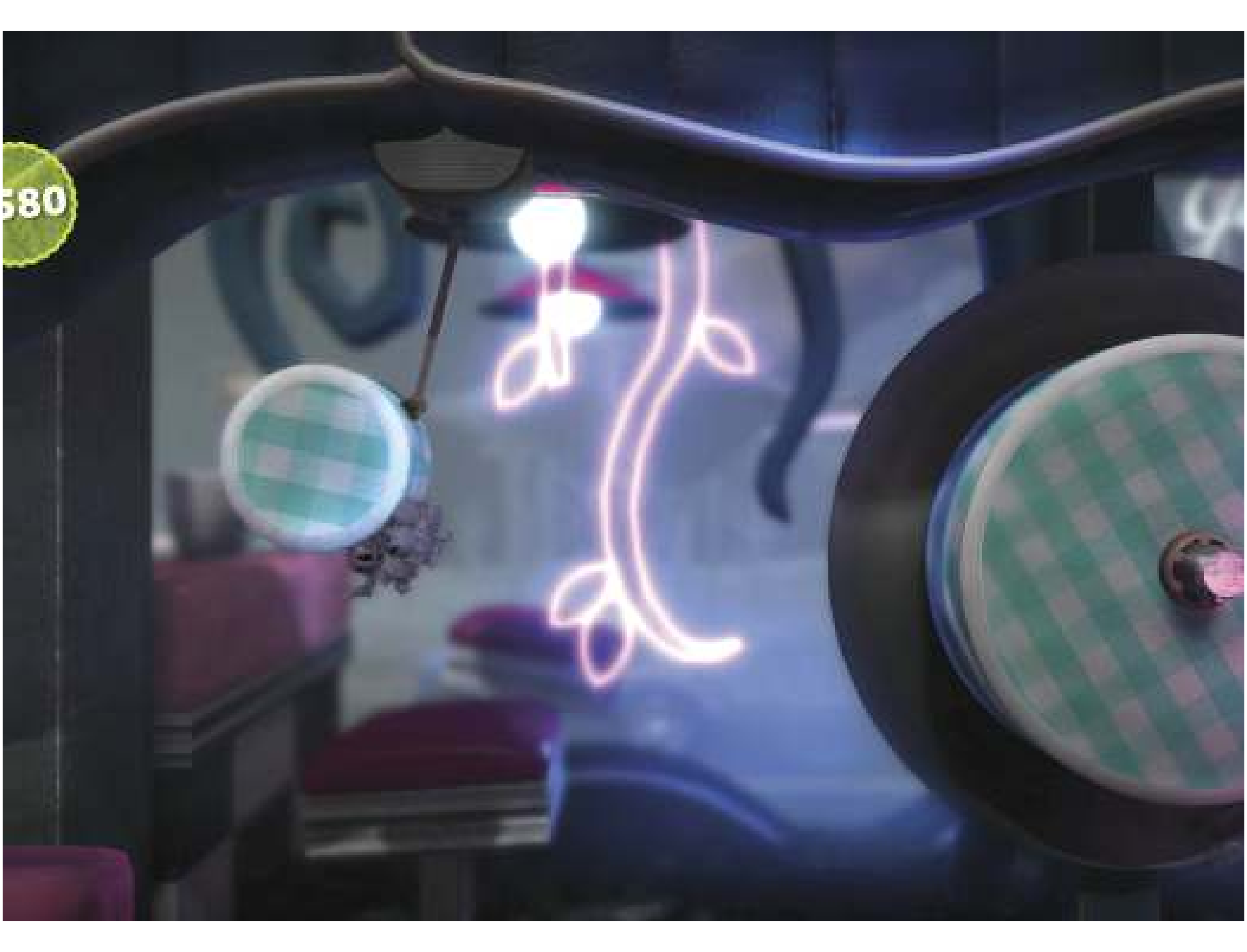
Regroup your sack people against the wall ahead before hopping atop it. They must all grab the giant spinning checkered wheel. An electrically charged wall directly ahead punishes poor timing.



Jump over the gap ahead, and funnel all your sack people into the narrow passage. The spinning mechanism drops them down parallel tracks through a pair of Prize Bubbles bearing the **Hotdog Mascot Sticker** and **Waitress Body Sticker** and then down a slide.



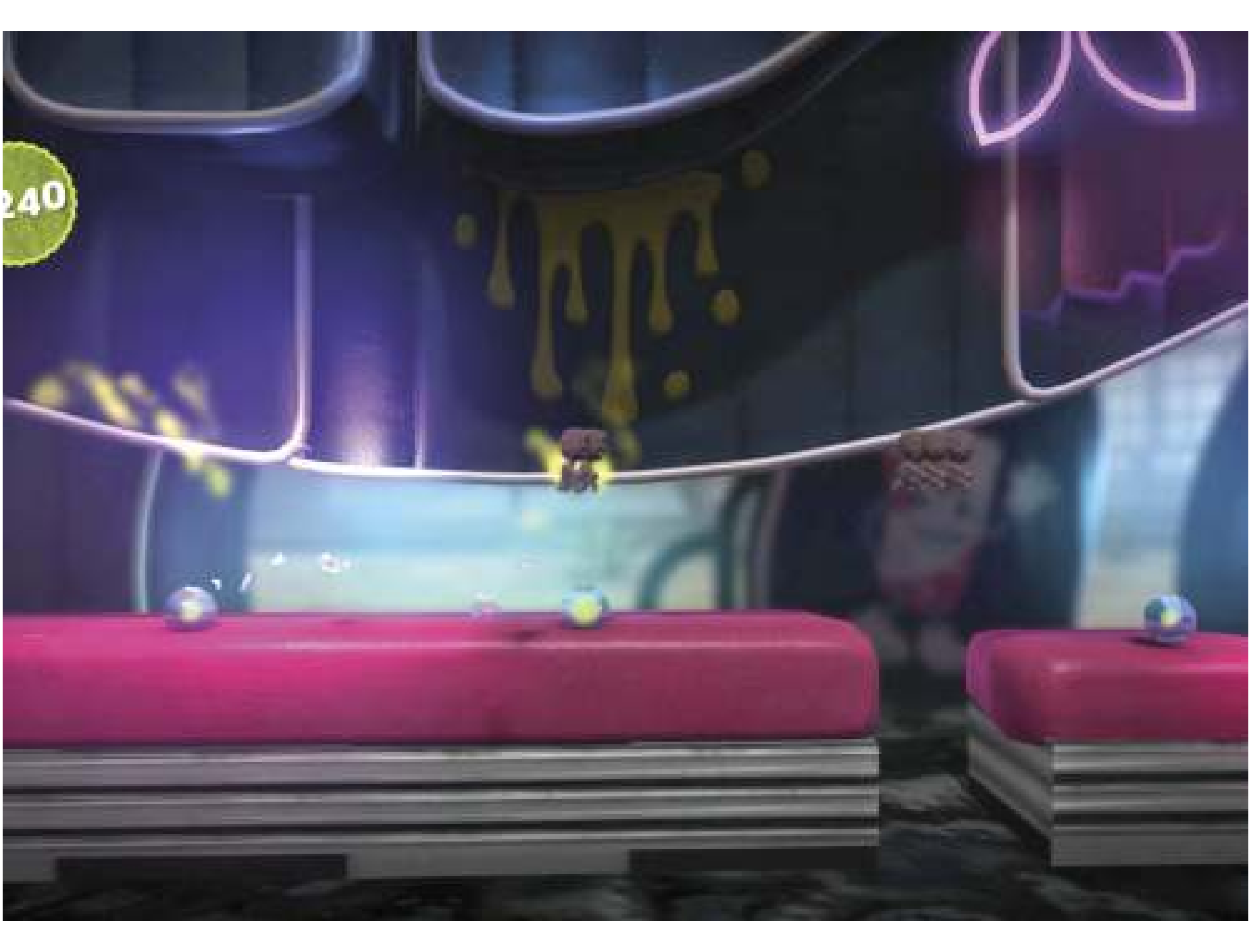
Realign your squad against the next wall, then jump up to another large spinning wheel in need of grabbing. This time, your sack people must leap from a spinning wheel to a smaller stationary circle. Swing from the smaller circle to land safely on the other side.



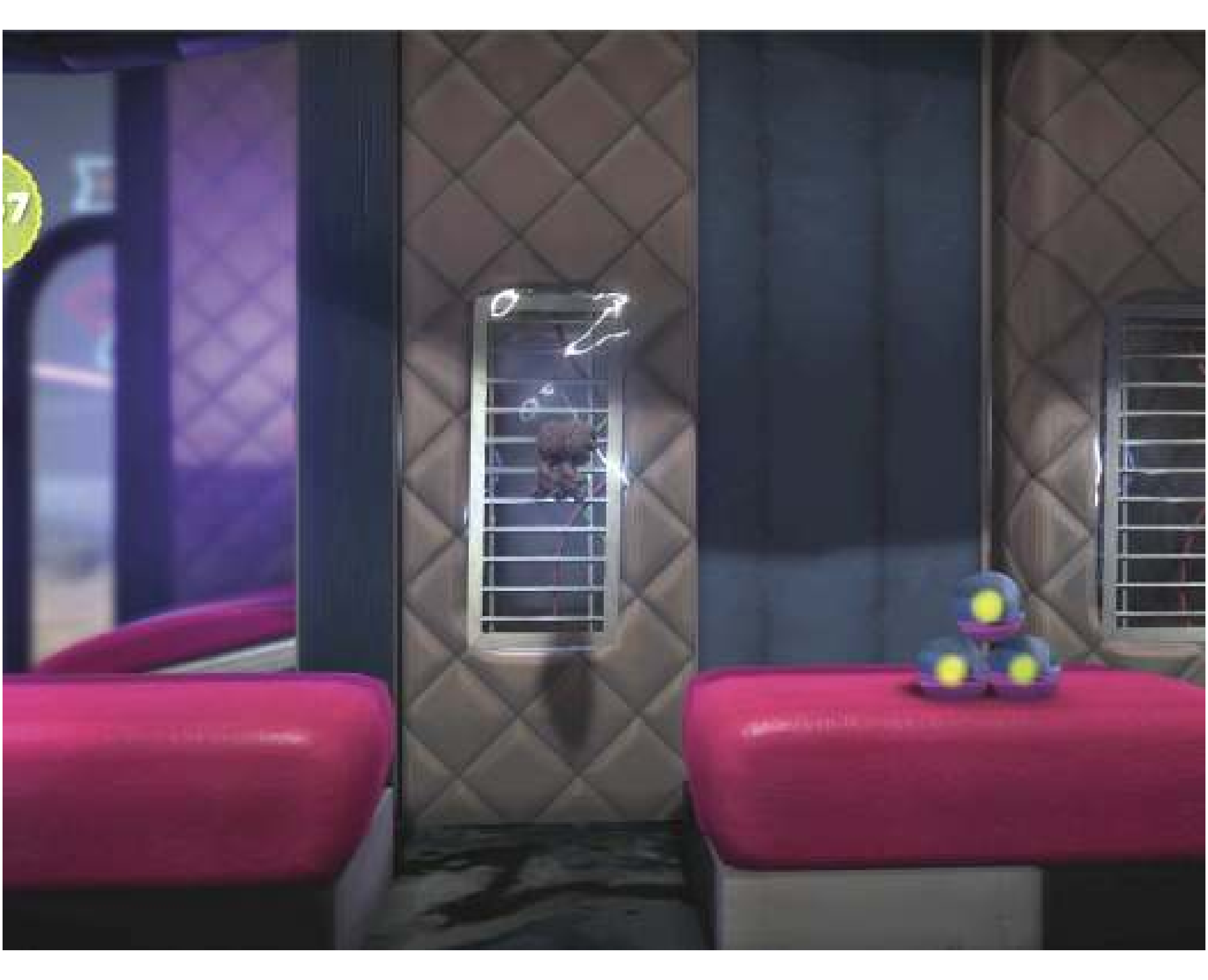
After that grueling ordeal, you're rewarded with six more Prize Bubbles. Enjoy the **Red Button Sticker**, **Shop Today Only Sign Sticker**, **Motel Sign Sticker**, **Happy Sackthing Doodle Sticker**, **Hanging Light Object**, and **Spoon Decoration** they offer.

Mind the Gaps

Continue to the left, where your sack people are again funneled and dropped down parallel lines. This time, they're deposited on separate platforms. Proceed with confidence, as the slightest hesitation in your jumps is sure to doom your tiny charges.



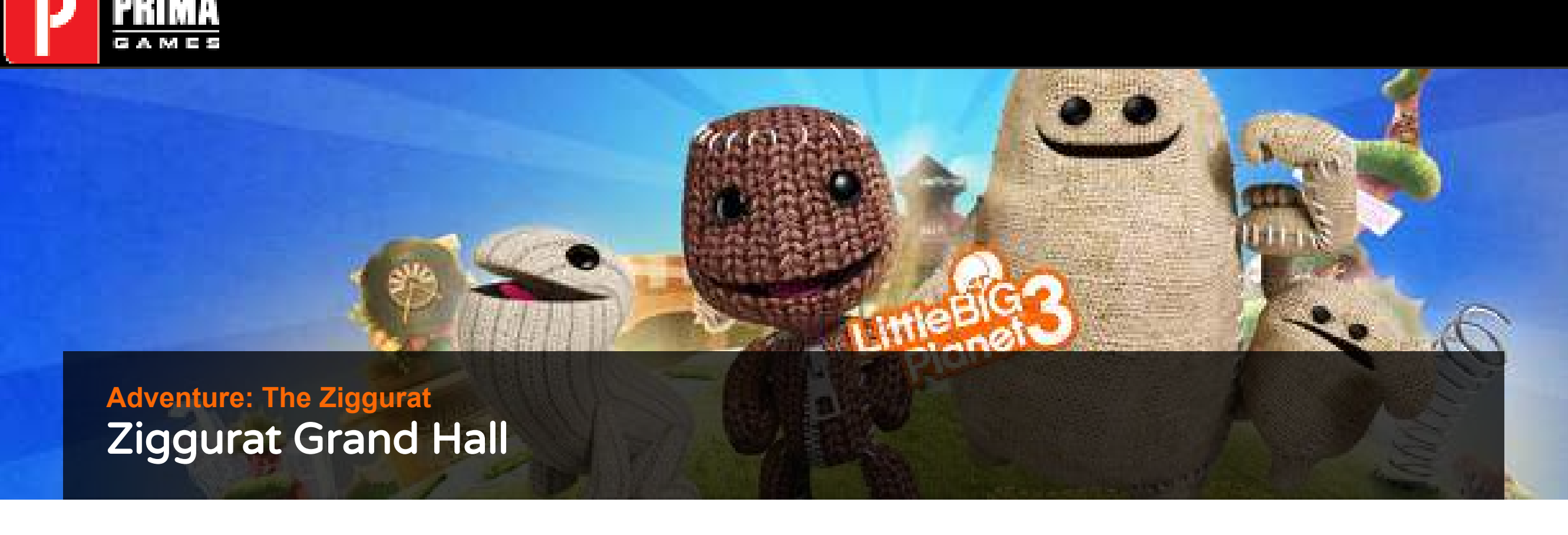
Once they're all back together on the same platform, direct them onward to the right. When all have dropped off the next ledge, backtrack to group them together once more; they must be close to survive the next jumps. Thrusting electrical components occupy the deadly gaps ahead. Jump between platforms while they recede.



Once clear, you are in the home stretch. Your six or more sack people get showered with six additional Prize Bubbles. Now your Popit has the **Number Six Sticker**, **Tomato Sauce Splat Sticker**, **Coloured Leather Material**, **Screaming Mouth Sticker**, **Wash Cloth Material**, and **Glazed Cherry Material**.

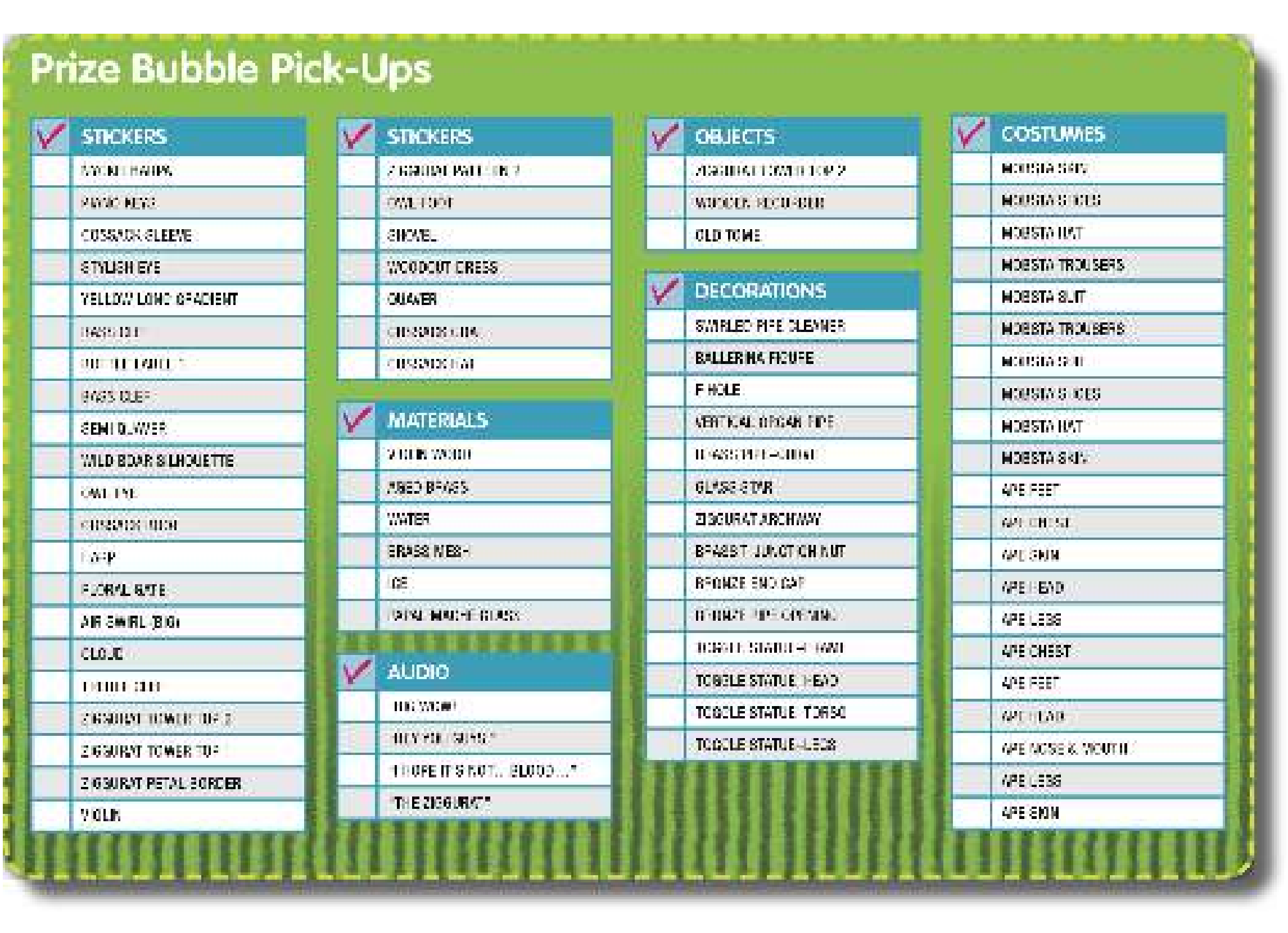
Keep Feeding 'Em

Past the Fresh Eggs sign above the next Checkpoint is a slippery, shake-covered slide. Your sack people all wind up atop Blue Layer Launchers. Press ⊗ to launch them straight into Matilda's waiting mouth. Your sack person is digested and returned to a single entity within Matilda's stomach. Fingers crossed, and bottoms up!



Adventure: The Ziggurat

Ziggurat Grand Hall



Prize Bubble Pick-Ups

STICKERS
- [illegible]
- PIANO KEYS
- COSSACK SLEEVE
- STYLISH EYE
- YELLOW LONG GRADIENT
- BASS [illegible]
- [illegible]
- BASS CLEF
- SEMIQUAVER
- WILD BOAR SILHOUETTE
- OWL EYE
- COSSACK [illegible]
- HARP
- FLORAL GATE
- AIR SWIRL (BIG)
- CLOUD
- TREBLE CLEF
- ZIGGURAT TOWER TOP 2
- ZIGGURAT TOWER TOP
- ZIGGURAT PETAL BORDER
- VIOLIN

STICKERS
- ZIGGURAT PATTERN 2
- OWL FOOT
- SHOVEL
- WOODCUT DRESS
- QUAVER
- COSSACK [illegible]
- COSSACK HAT

MATERIALS
- VIOLIN WOOD
- AGED BRASS
- WATER
- BRASS MESH
- ICE
- PAPAL MACHE GLASS

AUDIO
- [illegible]
- [illegible]
- "I HOPE IT'S NOT... BLOOD..."
- "THE ZIGGURAT"

OBJECTS
- ZIGGURAT TOWER TOP 2
- WOODEN RECORDER
- OLD TOME

DECORATIONS
- SWIRLED PIPE CLEANER
- BALLERINA FIGURE
- F HOLE
- VERTICAL ORGAN PIPE
- BRASS PIPE-CURVE
- GLASS STAR
- ZIGGURAT ARCHWAY
- BRASS T-JUNCTION NUT
- BRONZE END CAP
- BRONZE PIPE OPENING
- TOGGLE STATUE-[illegible]
- TOGGLE STATUE-HEAD
- TOGGLE STATUE-TORSO
- TOGGLE STATUE-LEGS

COSTUMES
- MOBSTA SKIN
- MOBSTA SHOES
- MOBSTA HAT
- MOBSTA TROUSERS
- MOBSTA SUIT
- MOBSTA TROUSERS
- MOBSTA SUIT
- MOBSTA SHOES
- MOBSTA HAT
- MOBSTA SKIN
- APE FEET
- APE CHEST
- APE SKIN
- APE HEAD
- APE LEGS
- APE CHEST
- APE FEET
- APE HEAD
- APE NOSE & MOUTH
- APE LEGS
- APE SKIN

The snowy climate here requires your sack person to disembark the gondola via powder-white slides. Hop down and explore this brand-new region of Bunkum. The Ziggurat stretching to the horizon is a magnificent creation, the result of the vision and hard work of Bunkum's singular Papal Mache. But something has been deeply wrong with the creator since the Titans were unleashed. Seek him out, and see how you can help bring him back to his senses.

PAPAL MACHE PROJECT

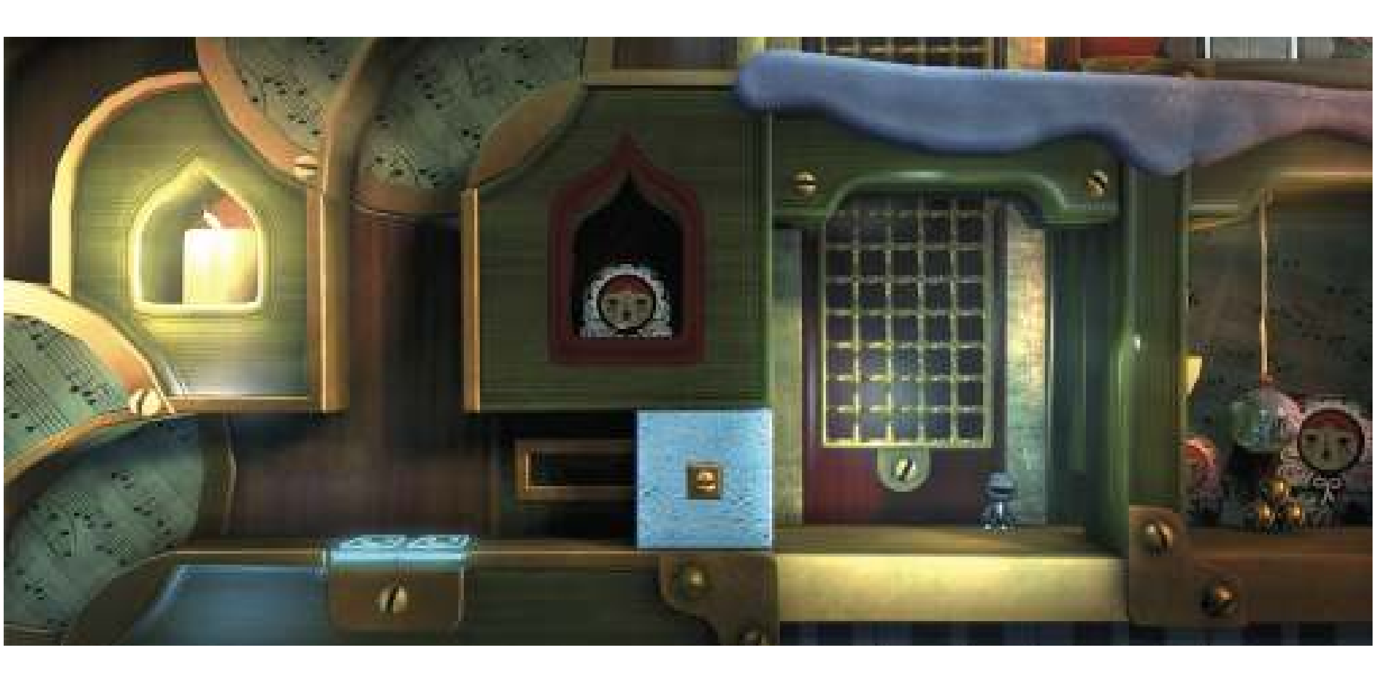
Method to Madness

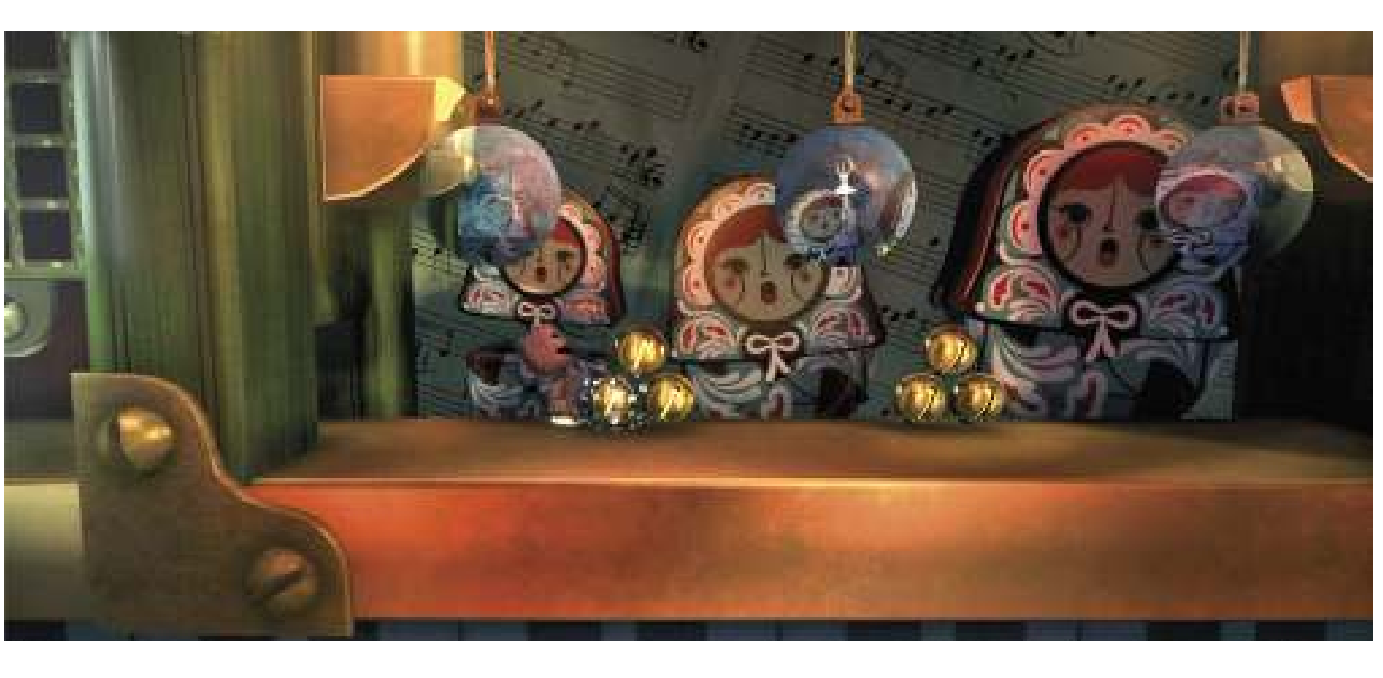
Papal Mache, the creator of the Ziggurat, hasn't quite been the same since Newton's misbehavior. While his Ziggurat still stands as a testament to his skill, his gibberish blathering of late has taken much of the wind out of his sails. Hope now lies with your sack person, so summon Toggle, and help mend Newton's damage.

NOTABLE PRIZE BUBBLES

There are plenty more Prize Bubbles to find in the Ziggurat, but it takes a keen eye to discover the myriad hidden ones scattered about.

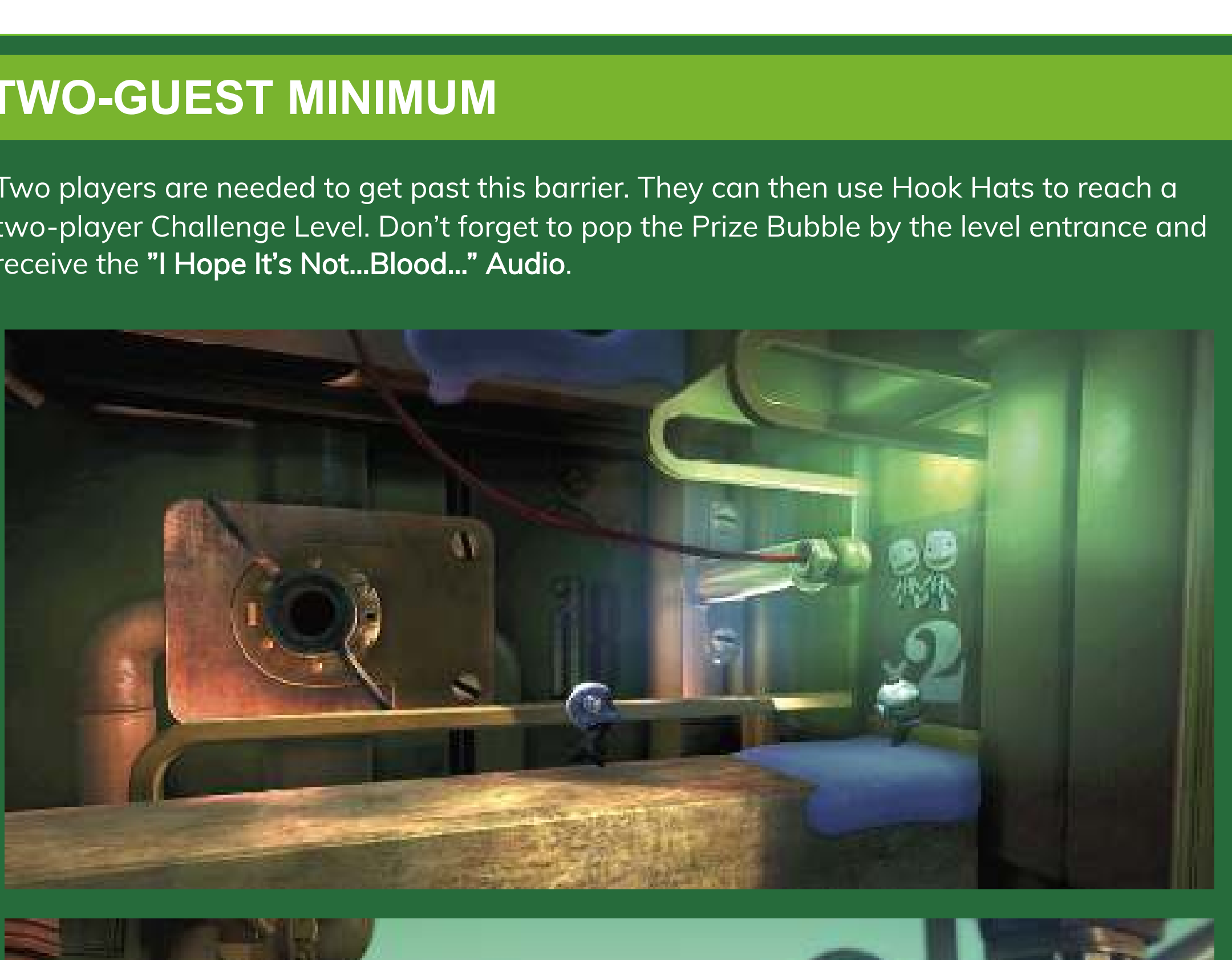
You can collect an easy trio of Prize Bubbles by ducking your sack person through a small gap on the right, beside this climbable wall. Amid a background of nesting dolls, collect the **Floral Gate Sticker**, **Ballerina Figurine Decoration**, and **Air Swirl (Big) Sticker**.

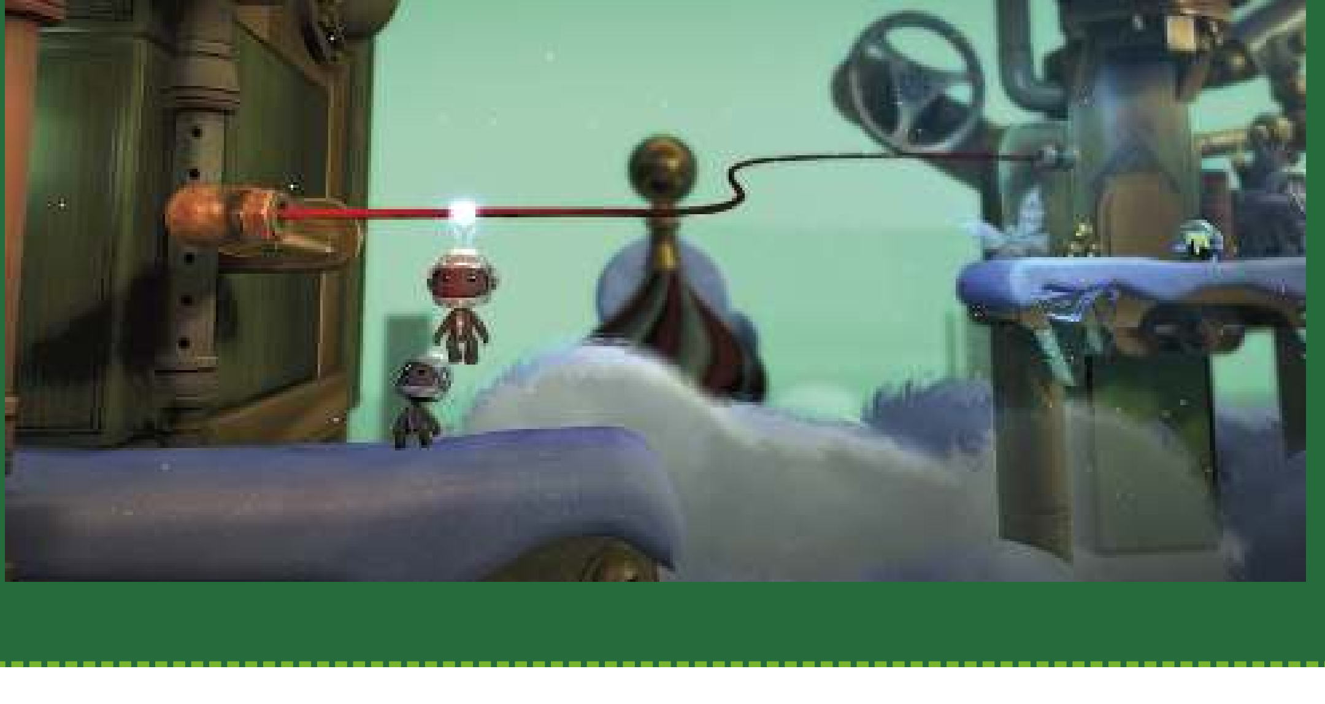




TWO-GUEST MINIMUM

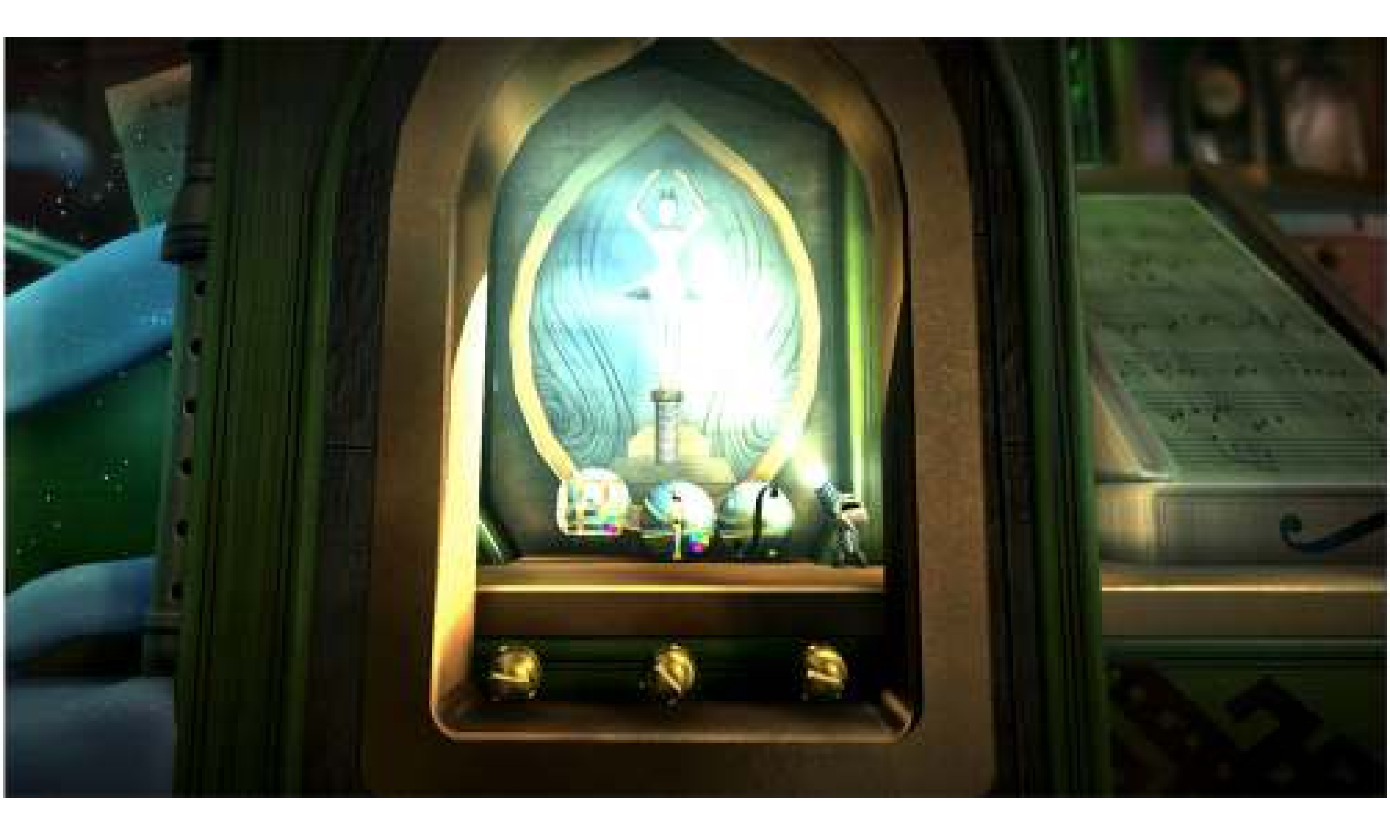
Two players are needed to get past this barrier. They can then use Hook Hats to reach a two-player Challenge Level. Don't forget to pop the Prize Bubble by the level entrance and receive the **"I Hope It's Not...Blood..." Audio**.





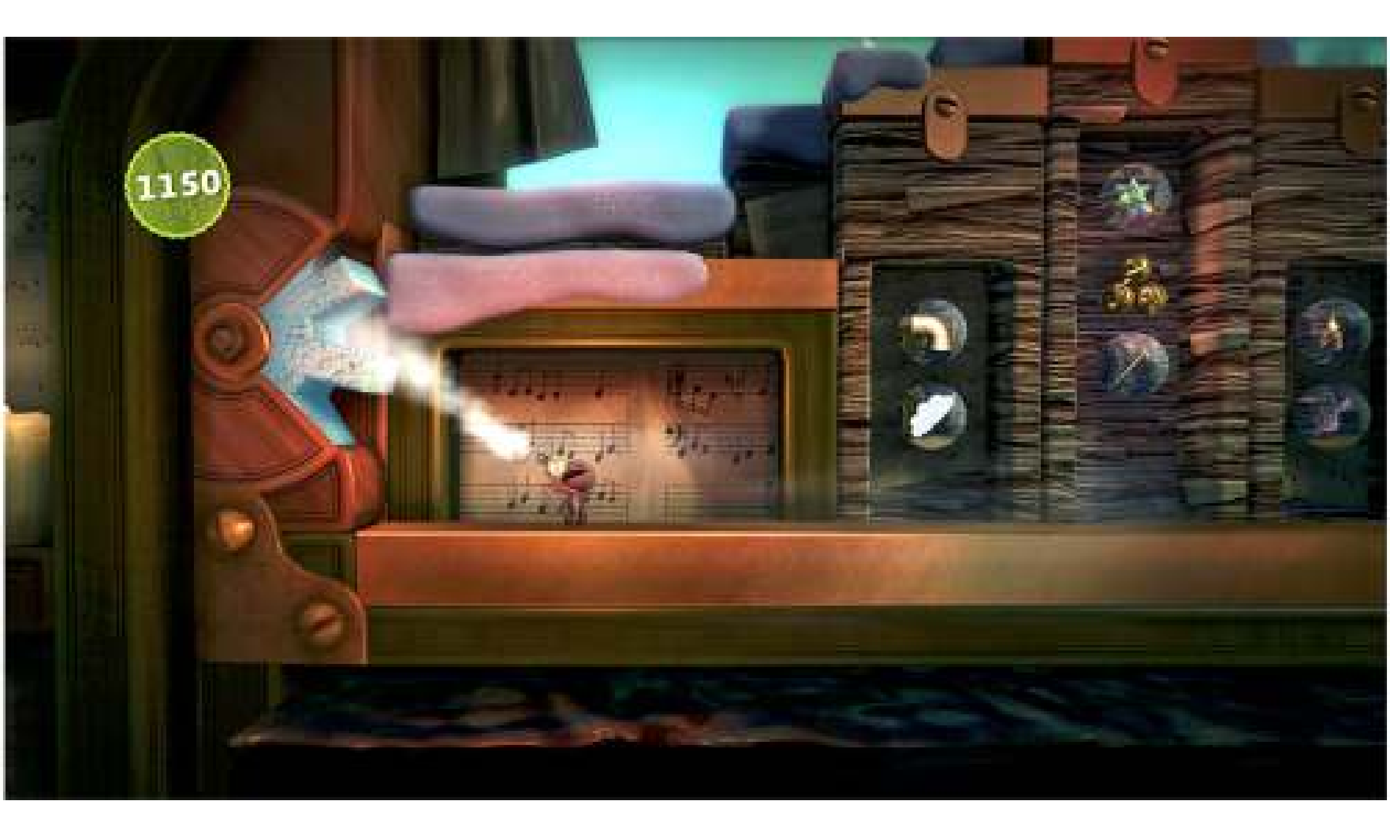
Illuminator

This featured ballerina deserves a spotlight. Shine the Illuminator upon her, and watch as Prize Bubbles bearing the **Brass Mesh Material**, **F Hole Decoration**, and **Vertical Organ Pipe Decoration** appear.

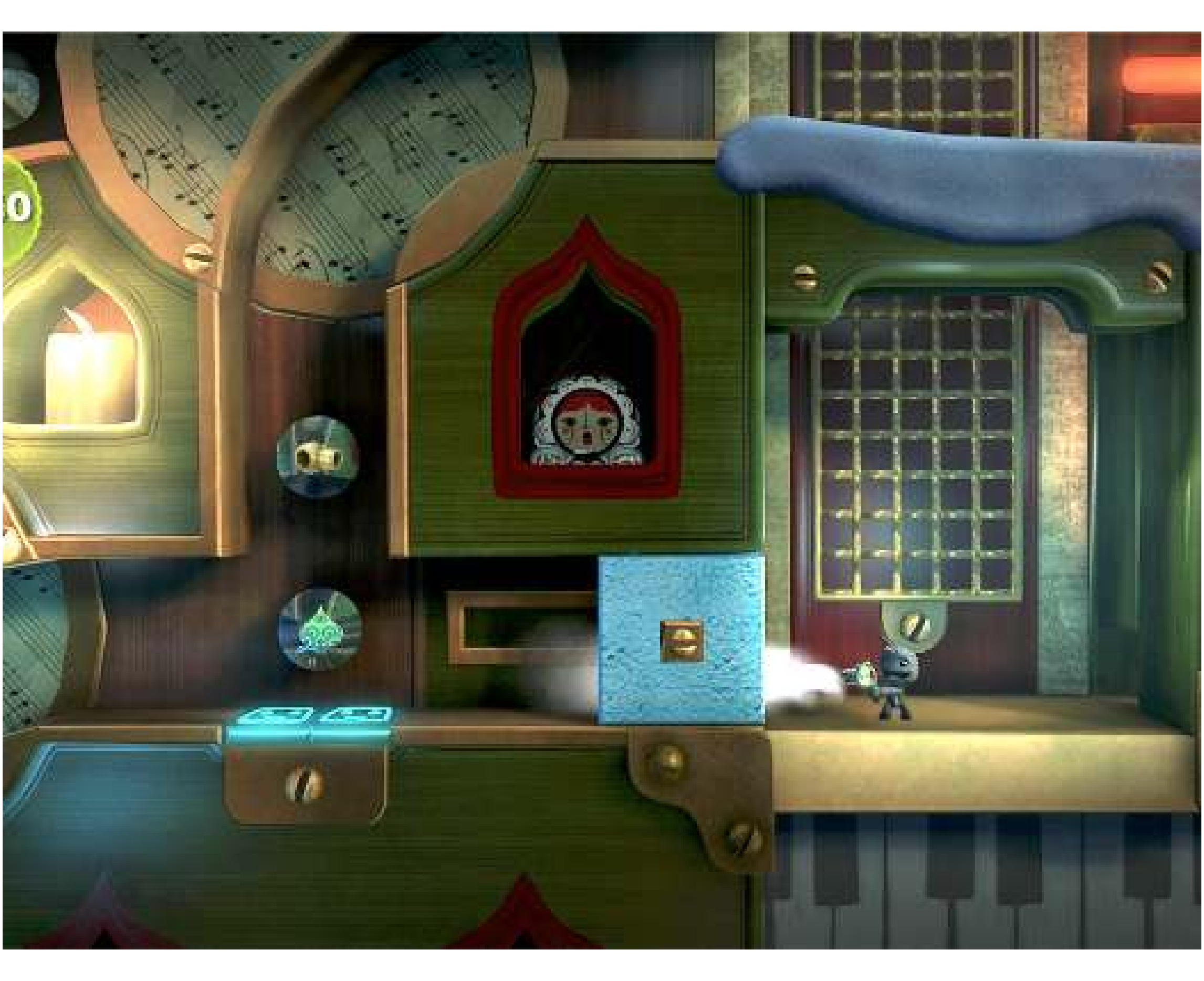


Pumpinator

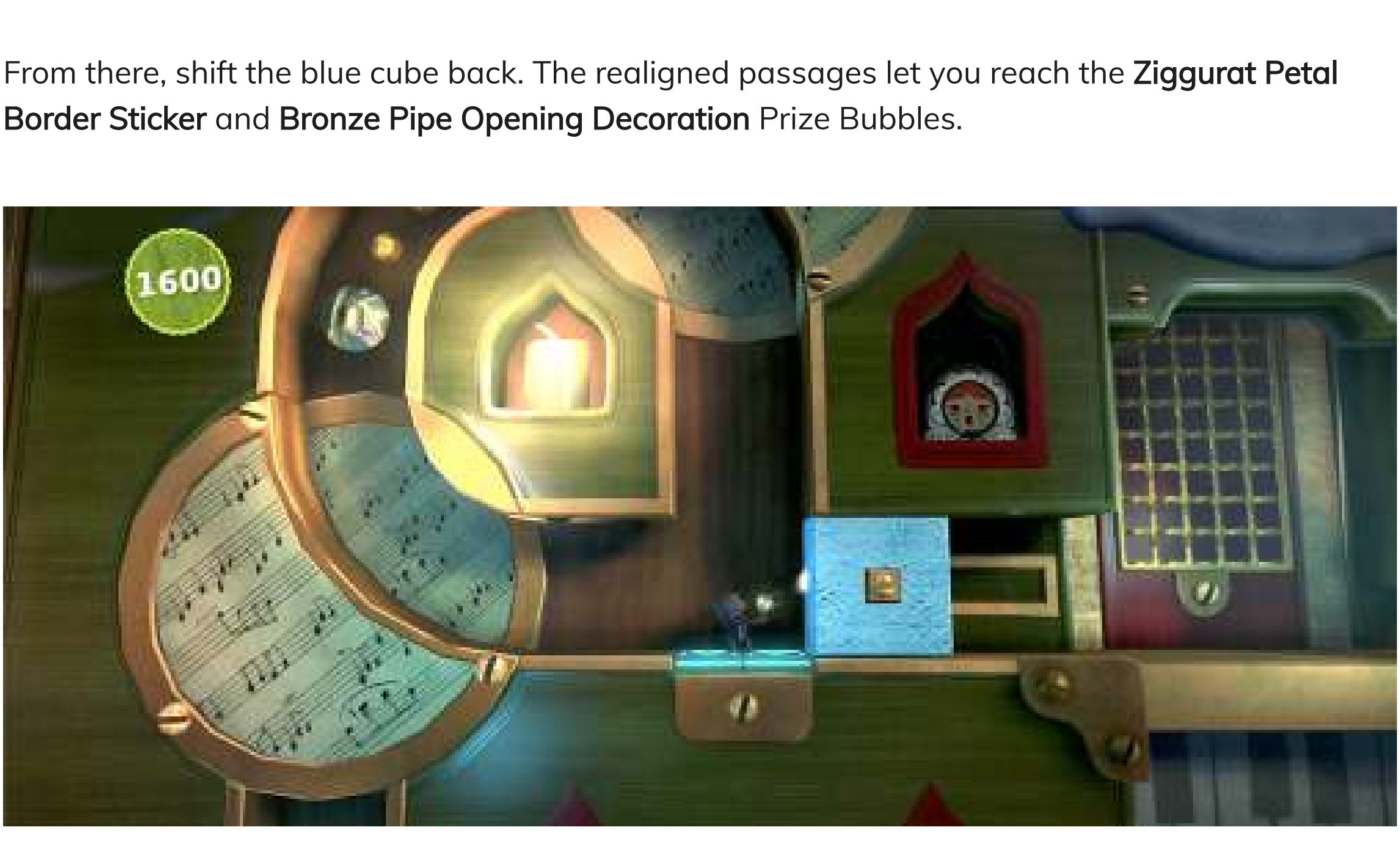
Don't call it quits too early down here. You haven't cleaned it out until you use the Pumpinator on the blue gear and raise the **Cloud Sticker**, **Brass Pipe–Curve Decoration**, **Wooden Recorder Object**, **Glass Star Decoration**, **Treble Clef Sticker**, and **Ziggurat Archway Decoration**. Move quickly to pop them, or bring a friend!



It takes some pushing and pulling to get all the Prize Bubbles here. Use the Pumpinator to suck the blue cube. This opens up a passage to drop down on the **Ziggurat Tower Top 1 Sticker**, **Brass T-Junction Nut Decoration**, and **Bronze End Cap Decoration**.

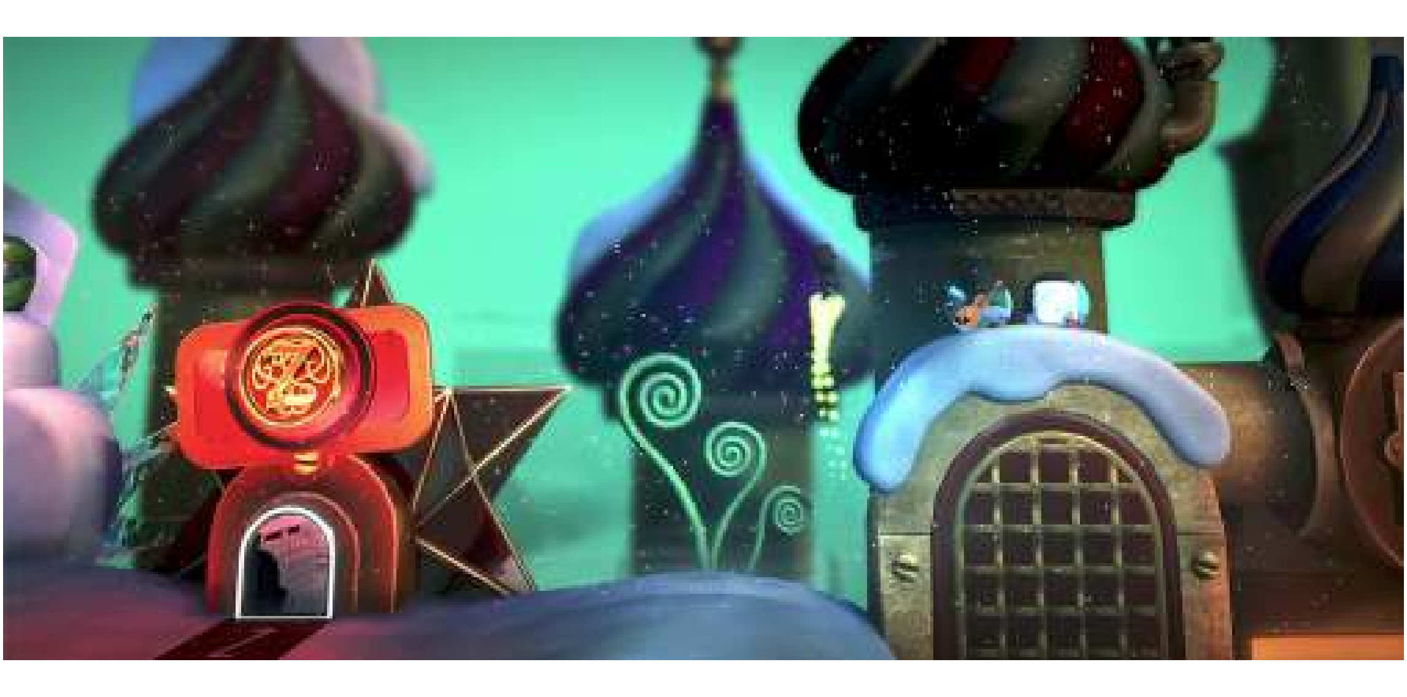


From there, shift the blue cube back. The realigned passages let you reach the **Ziggurat Petal Border Sticker** and **Bronze Pipe Opening Decoration** Prize Bubbles.

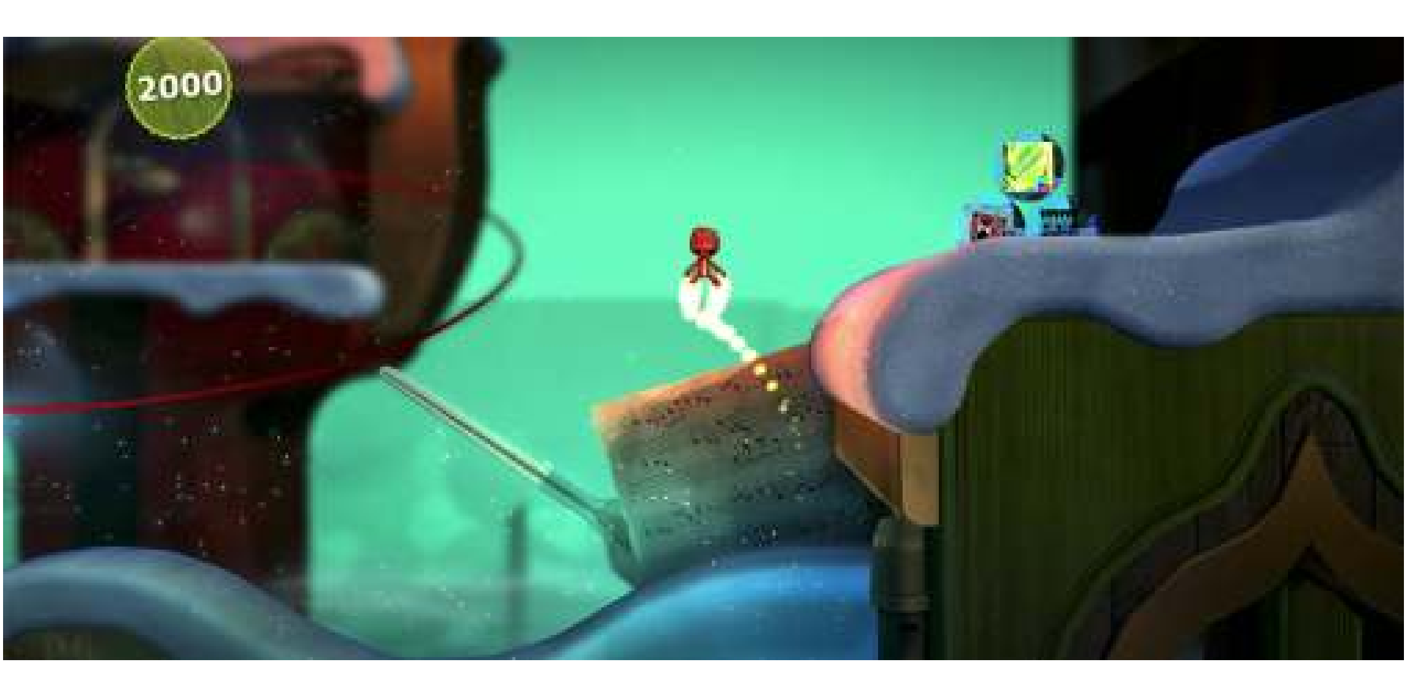


Boost Boots

Atop this arch are Prize Bubbles bearing the **Violin Sticker** and **Ice Material**.

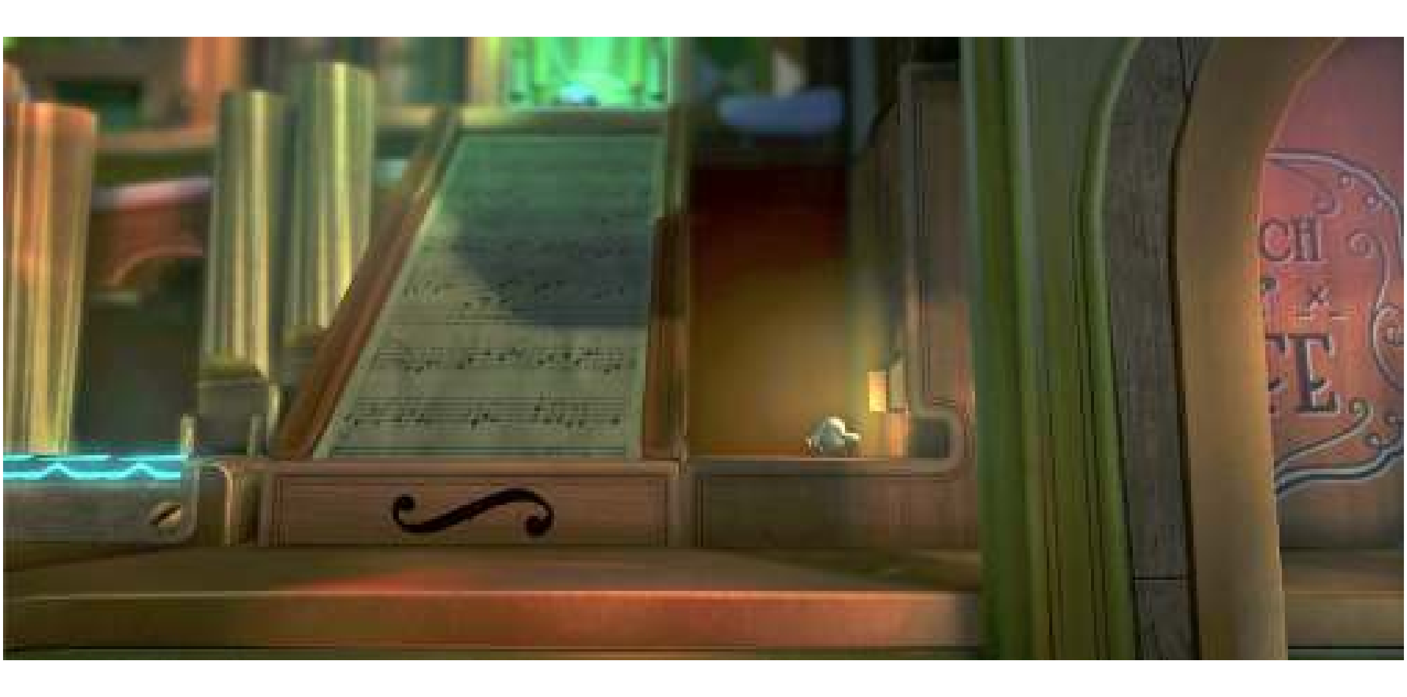


After landing from the railing, head to the far right of the snowy rooftop to find a trifecta of Prize Bubbles offering the **Papal Mache Glass Material**, **"The Ziggurat" Audio**, and **Ziggurat Pattern 2 Sticker**.

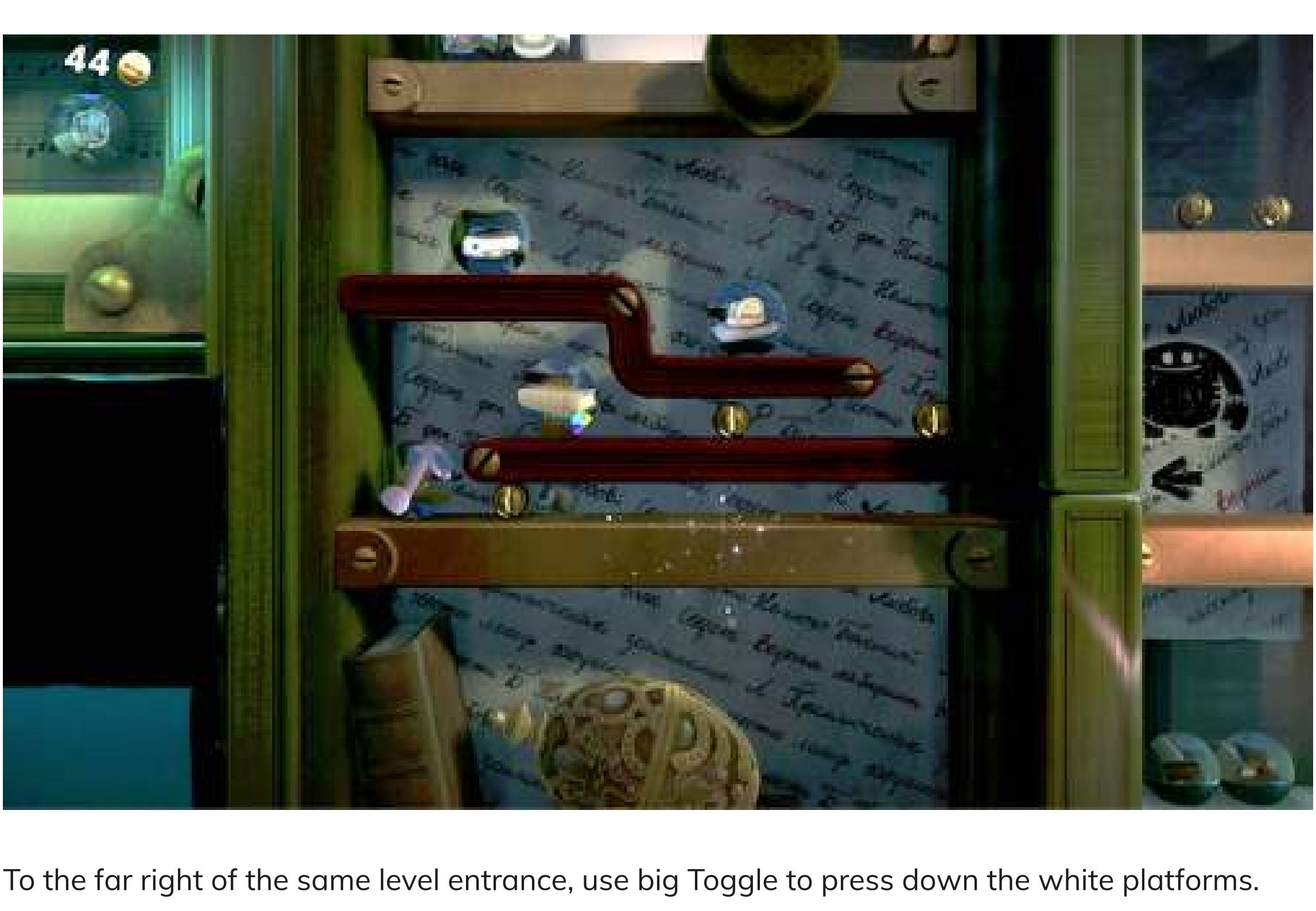


Toggle

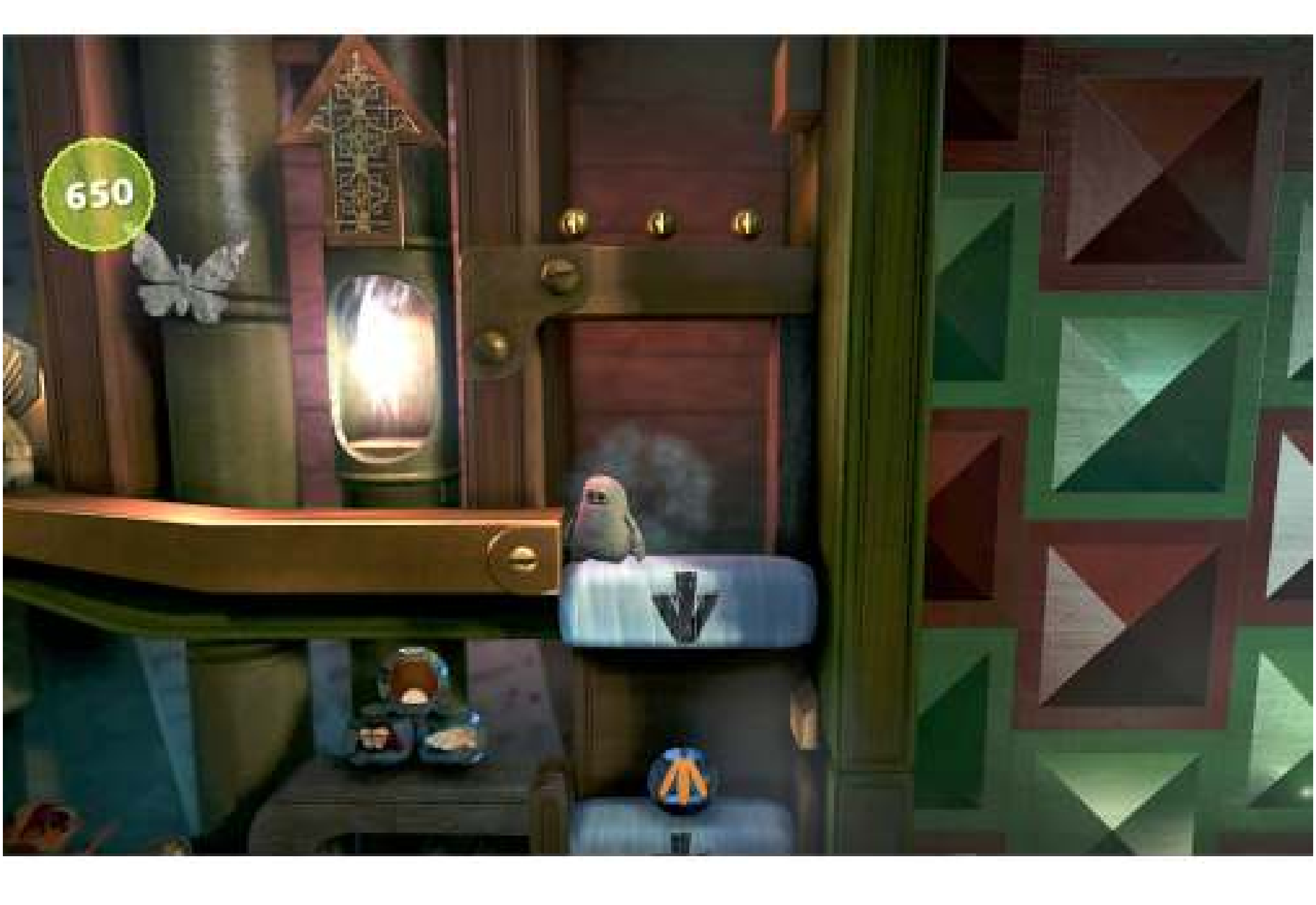
Shrink to little Toggle, and squeeze behind the Stitch of Life signage. Inside the wall, you can discover the **Mobsta Skin Costume**, **Mobsta Shoes Costume**, **Mobsta Hat Costume**, **Mobsta Trousers Costume**, and **Mobsta Suit Costume**—all for little Toggle!



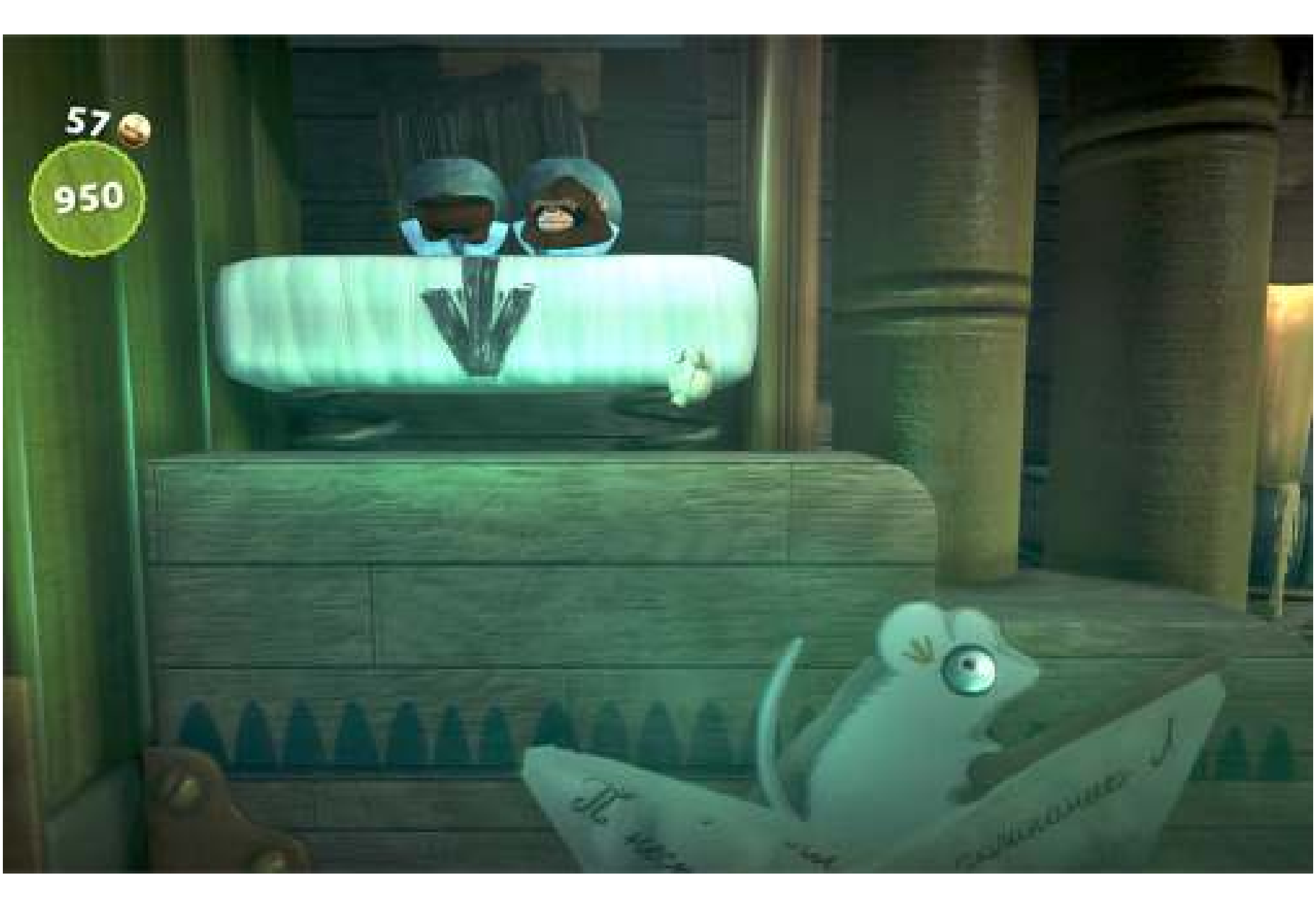
Down by the "Flipped Flopped Folios" level entrance, head left. little Toggle can squeeze behind the wall and claim a bunch of new looks for big Toggle. These Prize Bubbles give the **Mobsta Trousers Costume**, **Mobsta Suit Costume**, **Mobsta Shoes Costume**, **Mobsta Hat Costume**, and **Mobsta Skin Costume** for big Toggle. Also among the Prize Bubbles are the **Old Tome Object** and **Quaver Sticker**.



To the far right of the same level entrance, use big Toggle to press down the white platforms. Scoot off to the left into a much larger area that's now accessible. It's full of Prize Bubbles. Snatch up the **Owl Foot Sticker**, **Ape Feet Costume**, **Ape Chest Costume**, and **Ape Skin Costume**. You can also find the **Shovel Sticker** and **Woodcut Dress Sticker** down here.

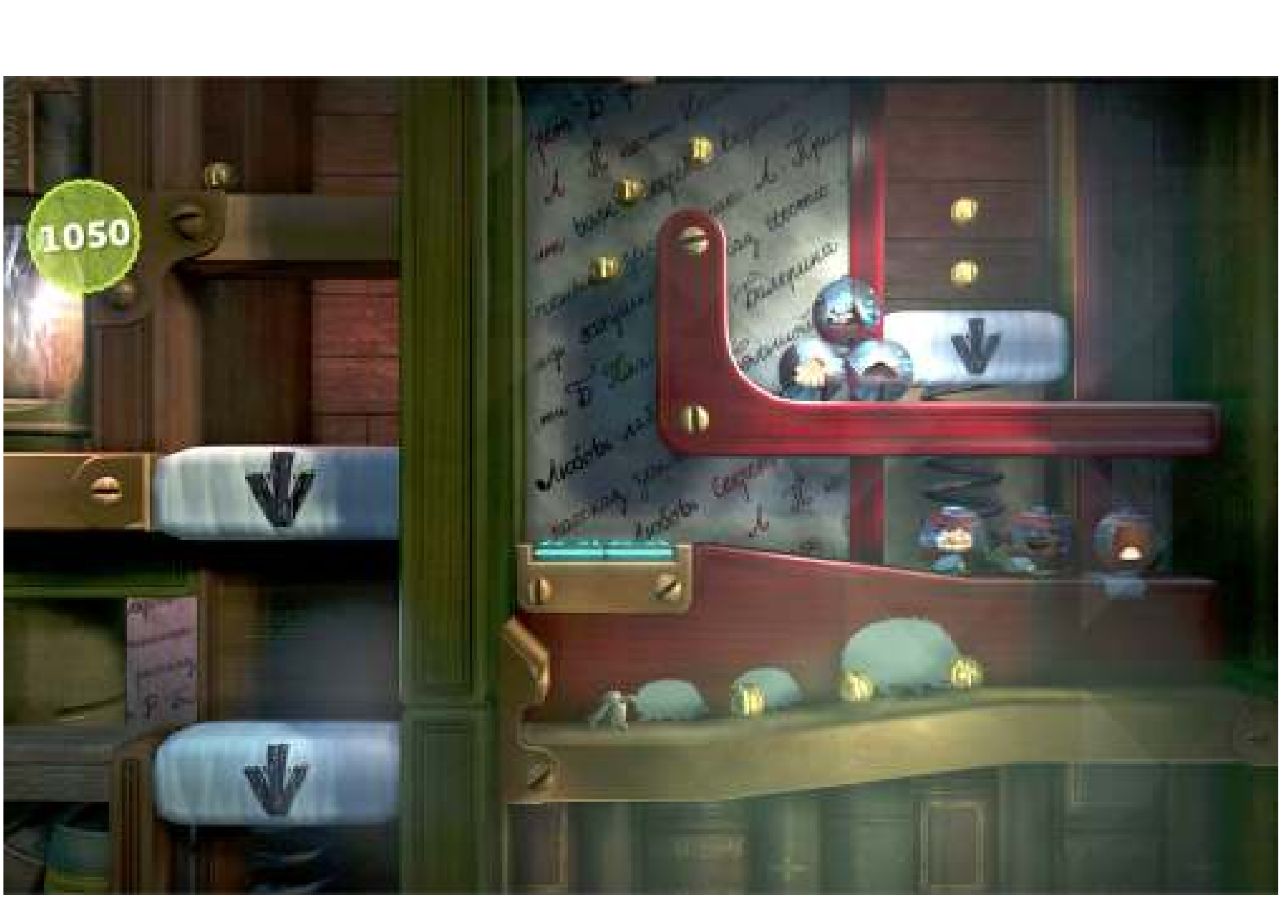


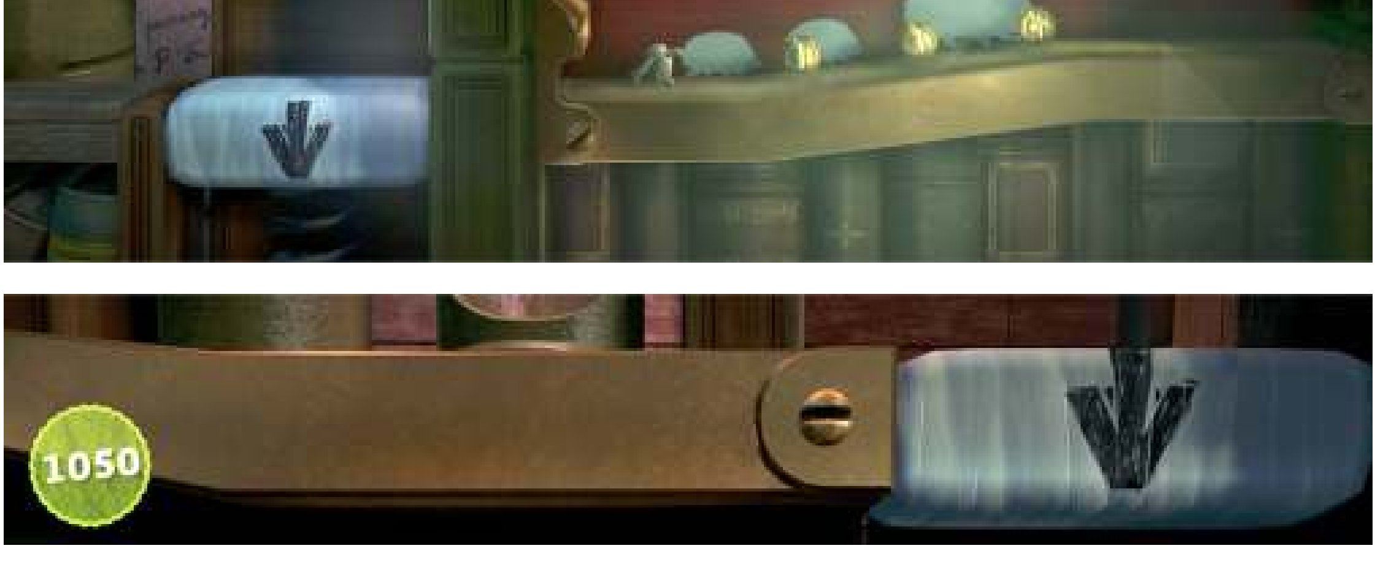
Keep going to the left, where you can find two more Prize Bubbles that give the **Ape Head Costume** and **Ape Legs Costume**.

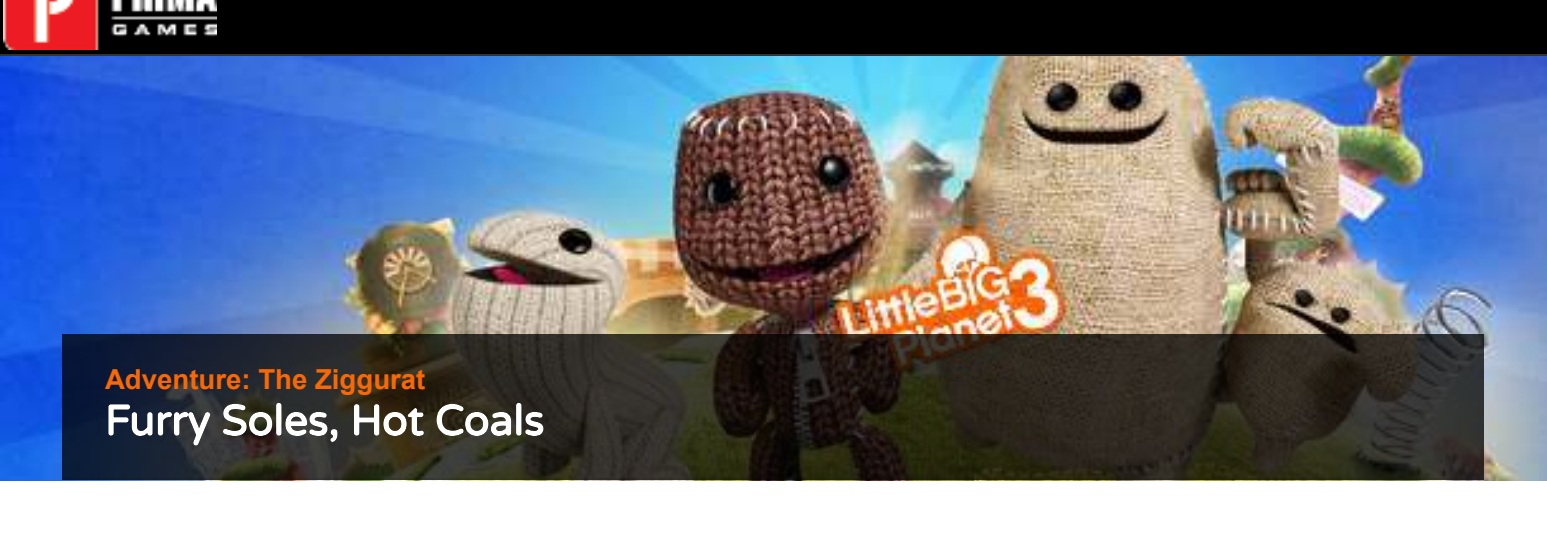


Don't take the white platform back up. Instead, backtrack to the right, where little Toggle can sneak into a hidden room in the right wall. Make your way up through it using Blue Bounce Pads and more springy white platforms.

The first bunch of Prize Bubbles gifts little Toggle with the **Ape Chest Costume**, **Ape Feet Costume**, **Ape Head Costume**, **Ape Nose & Mouth Costume**, **Ape Legs Costume**, and **Ape Skin Costume**.

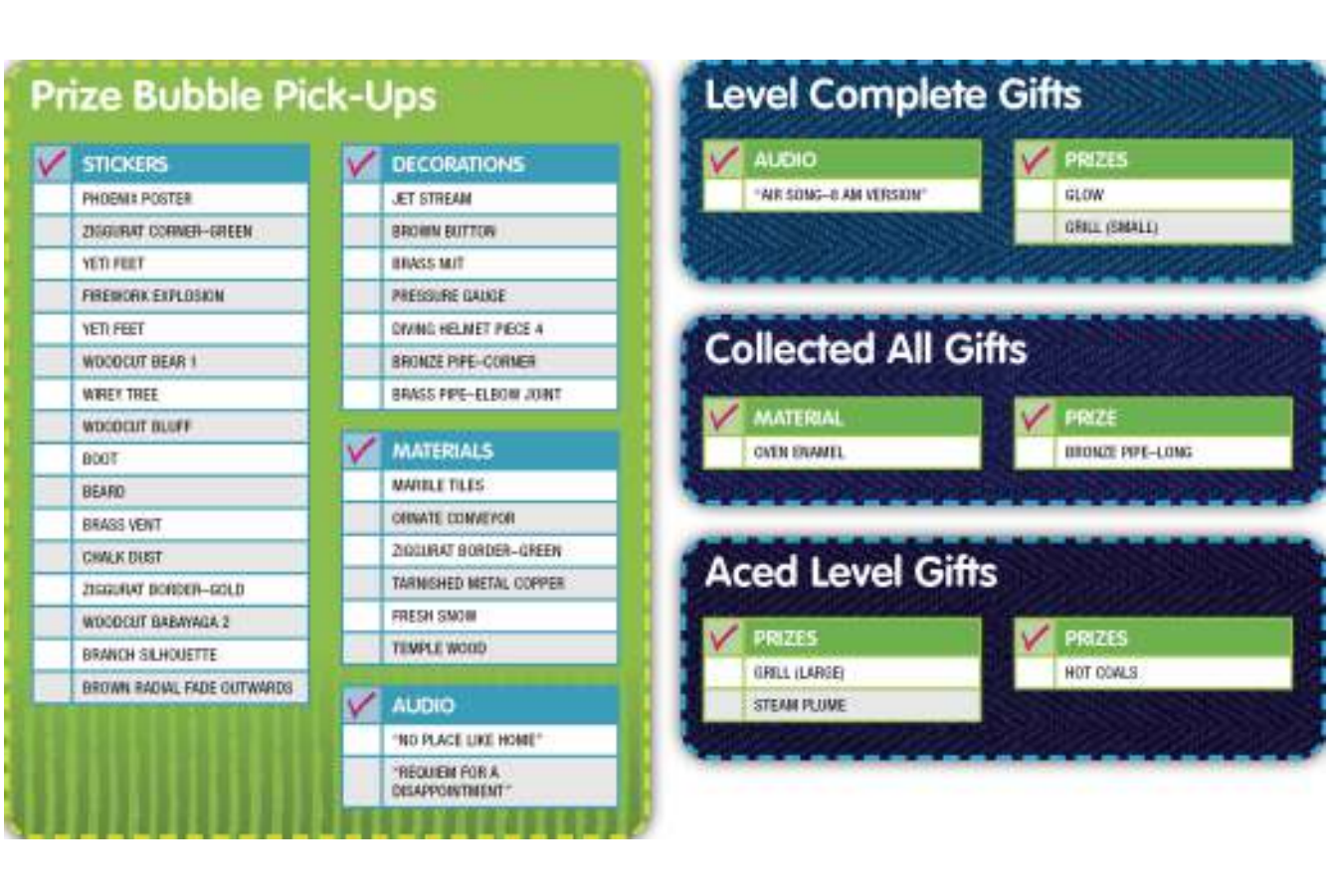






Adventure: The Ziggurat

Furry Soles, Hot Coals



Prize Bubble Pick-Ups

✓ STICKERS
PHOENIX POSTER
ZIGGURAT CORNER–GREEN
YETI FEET
FIREWORK EXPLOSION
YETI FEET
WOODCUT BEAR 1
WIREY TREE
WOODCUT BLUFF
BOOT
BEARD
BRASS VENT
CHALK DUST
ZIGGURAT BORDER–GOLD
WOODCUT BABAYAGA 2
BRANCH SILHOUETTE
BROWN RADIAL FADE OUTWARDS

✓ DECORATIONS
JET STREAM
BROWN BUTTON
BRASS NUT
PRESSURE GAUGE
DIVING HELMET PIECE 4
BRONZE PIPE–CORNER
BRASS PIPE–ELBOW JOINT

✓ MATERIALS
MARBLE TILES
ORNATE CONVEYOR
ZIGGURAT BORDER–GREEN
TARNISHED METAL COPPER
FRESH SNOW
TEMPLE WOOD

✓ AUDIO
"NO PLACE LIKE HOME"
"REQUIEM FOR A DISAPPOINTMENT"

Level Complete Gifts

✓ AUDIO	✓ PRIZES
"AIR SONG—8 AM VERSION"	GLOW
	GRILL (SMALL)

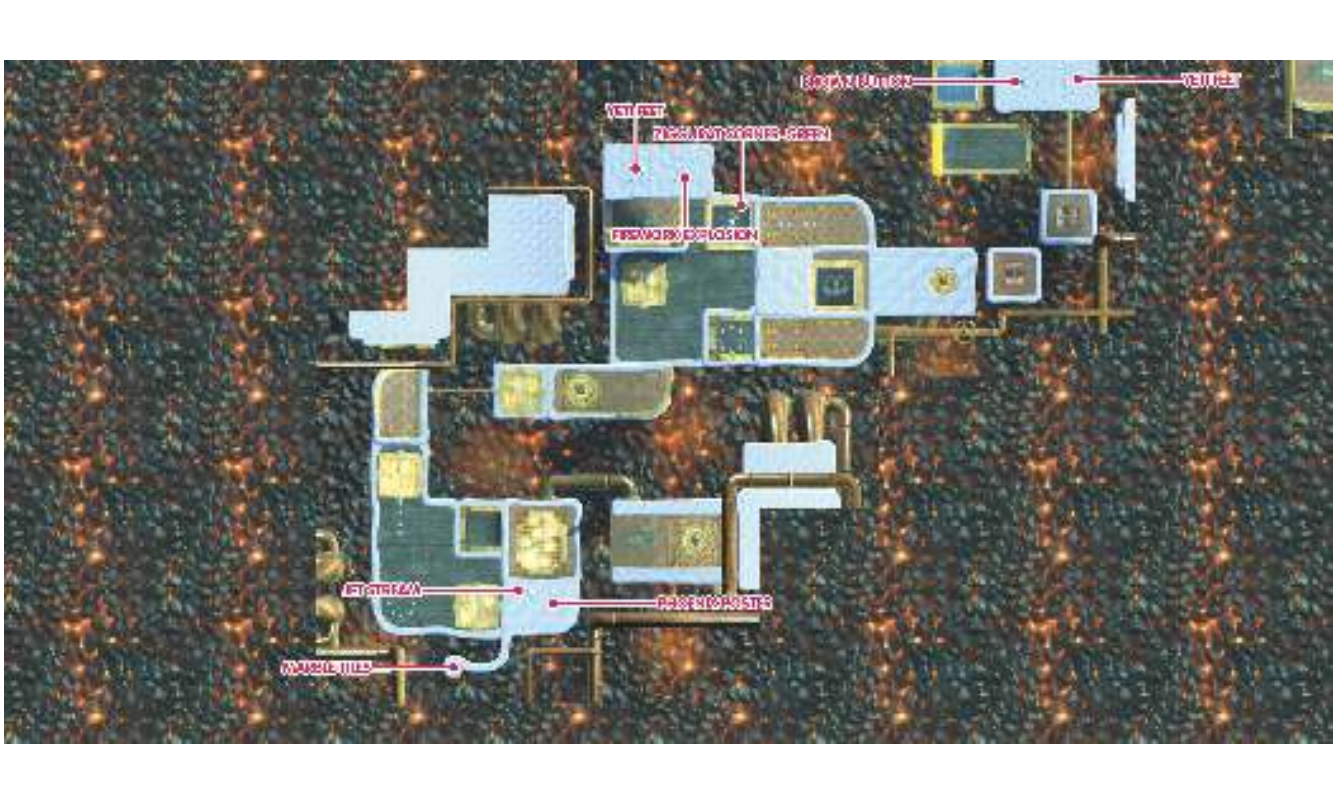
Collected All Gifts

✓ MATERIAL	✓ PRIZE
OVEN ENAMEL	BRONZE PIPE–LONG

Aced Level Gifts

✓ PRIZES	✓ PRIZES
GRILL (LARGE)	HOT COALS
STEAM PLUME	

Toggle's first marble is mired deep within the icy expanses of a frozen wasteland. Temperatures here vary wildly from completely freezing on the snowy stretches to unbearably hot where exposed coals burn unchecked. Neither your sack person nor Papal Mache can venture there unprotected. Fortunately, you can call upon the assistance of a very friendly yeti! Its can stand the heat.



VIEW FROM THE TOP

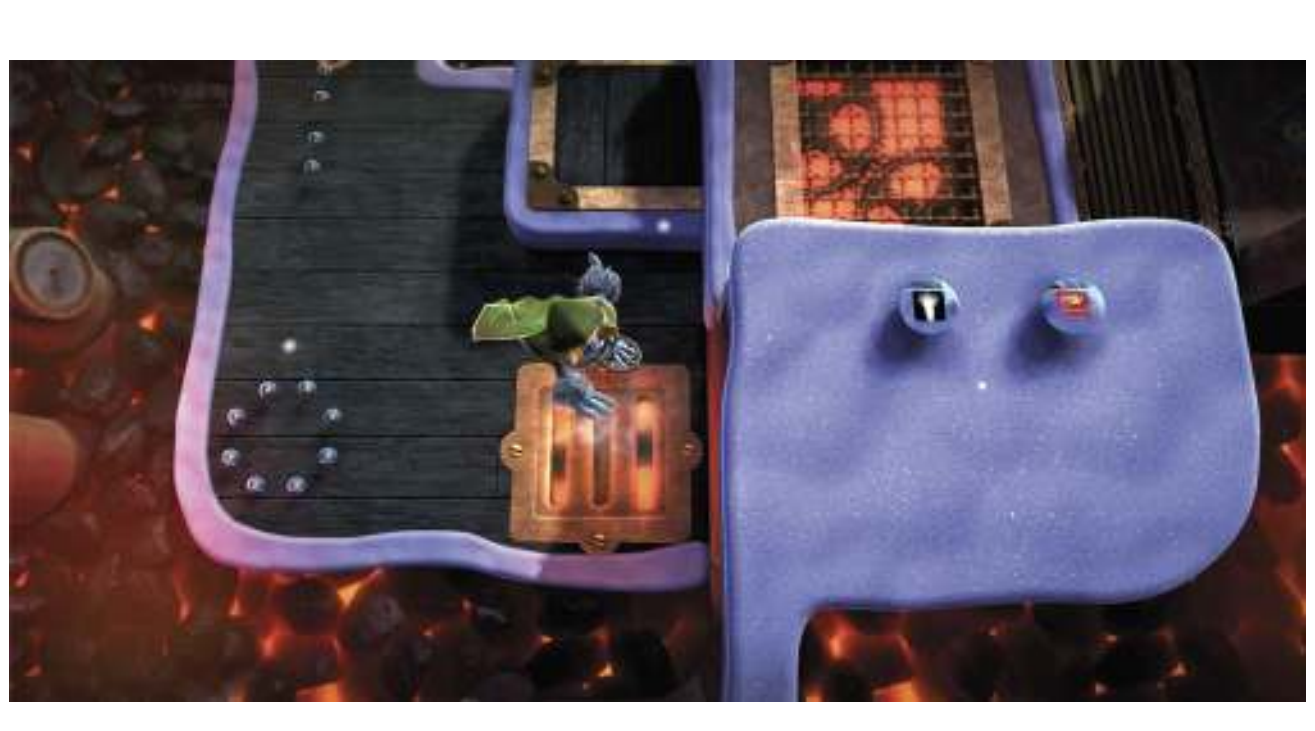
Rising Heat, Cold Feet

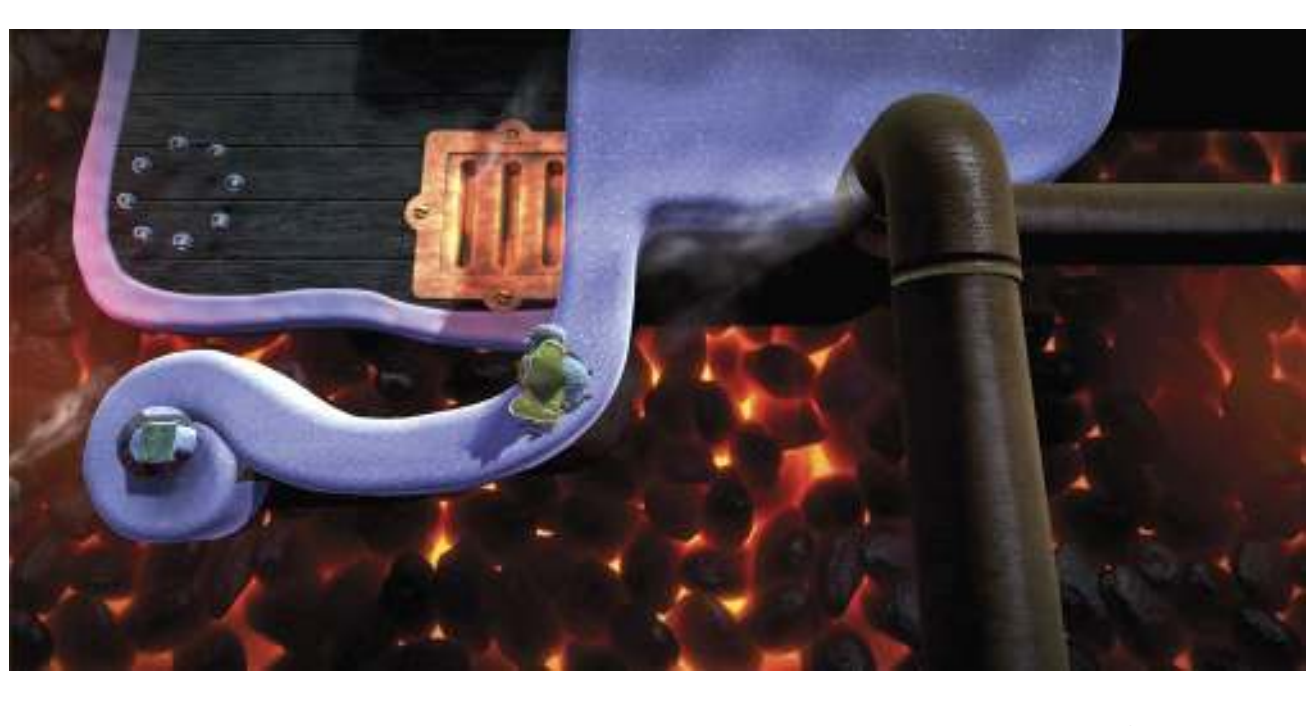
To keep an eye on the yeti, you are treated to a top-down view that gives a nice wide perspective on the landscape. Controlling the yeti isn't too difficult: use the left stick to move, and press ⊗ to jump. It's that easy!

Guide the yeti to the left and against the barrier, shoving it down to bridge the gap over the coals.

The yeti wears a very smart-looking cape that's designed for more than just show. When standing on top of the grates emitting heated air, the yeti can ride the hot air up upward.

Use the grates to reach two Prize Bubbles that give the yeti—and by extension, you—the **Jet Stream Decoration** and **Phoenix Poster Sticker**. Follow the narrow strip of ground to the left, and find another Prize Bubble with the **Marble Tiles Material** within.

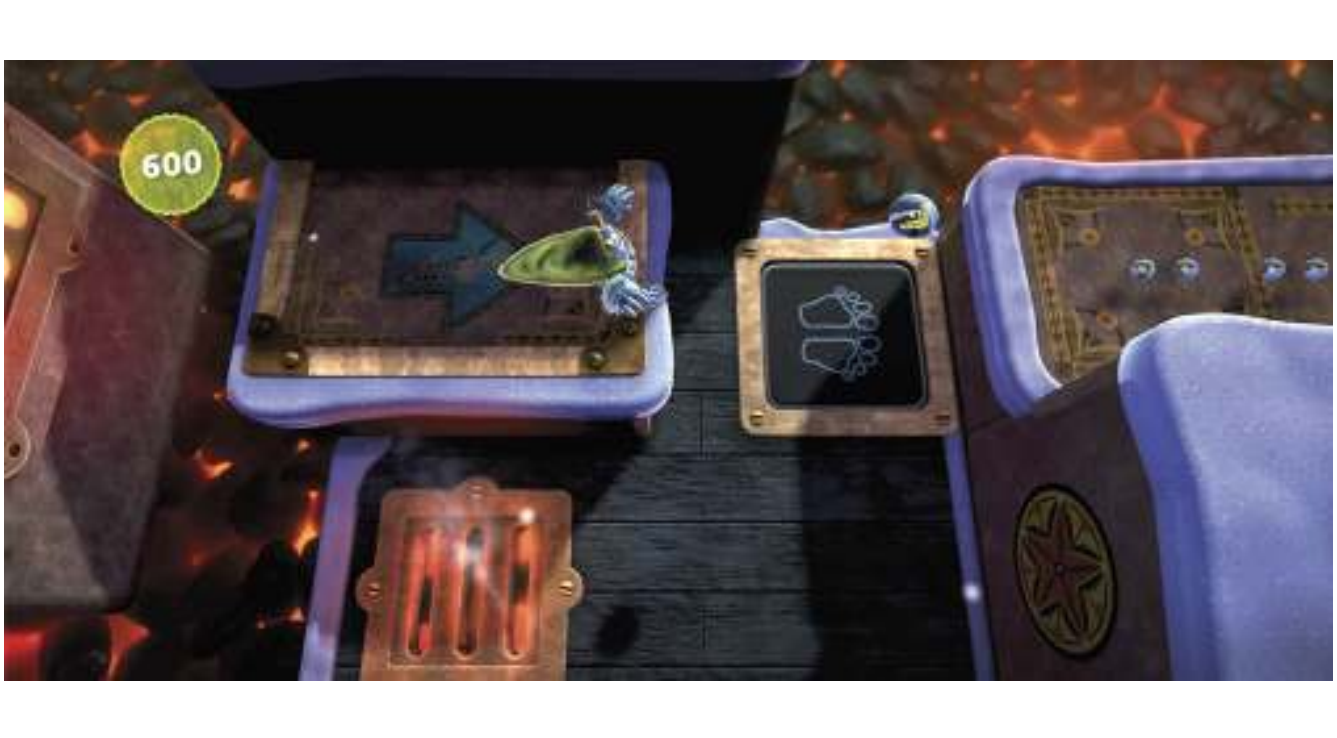




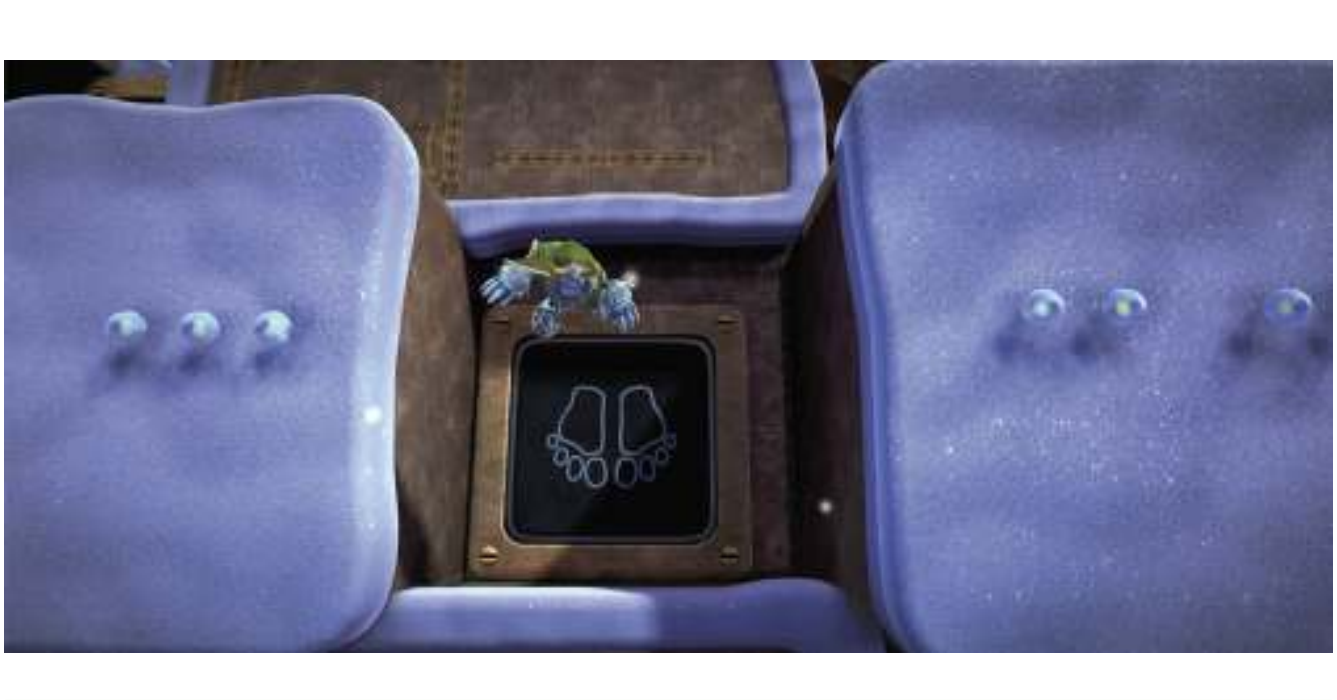
Head north and hop up onto the elevated area with a corner railing, then catch a lift—in more ways than one—across the hot coals via a moving hot air platform to the next Checkpoint.

Terrific Trampolining!

Proceeding ahead, a Prize Bubble merrily bounces atop a footprint-marked trampoline. Follow its example by climbing up the left platforms and dropping down to burst it for the **Ziggurat Corner–Green Sticker**.

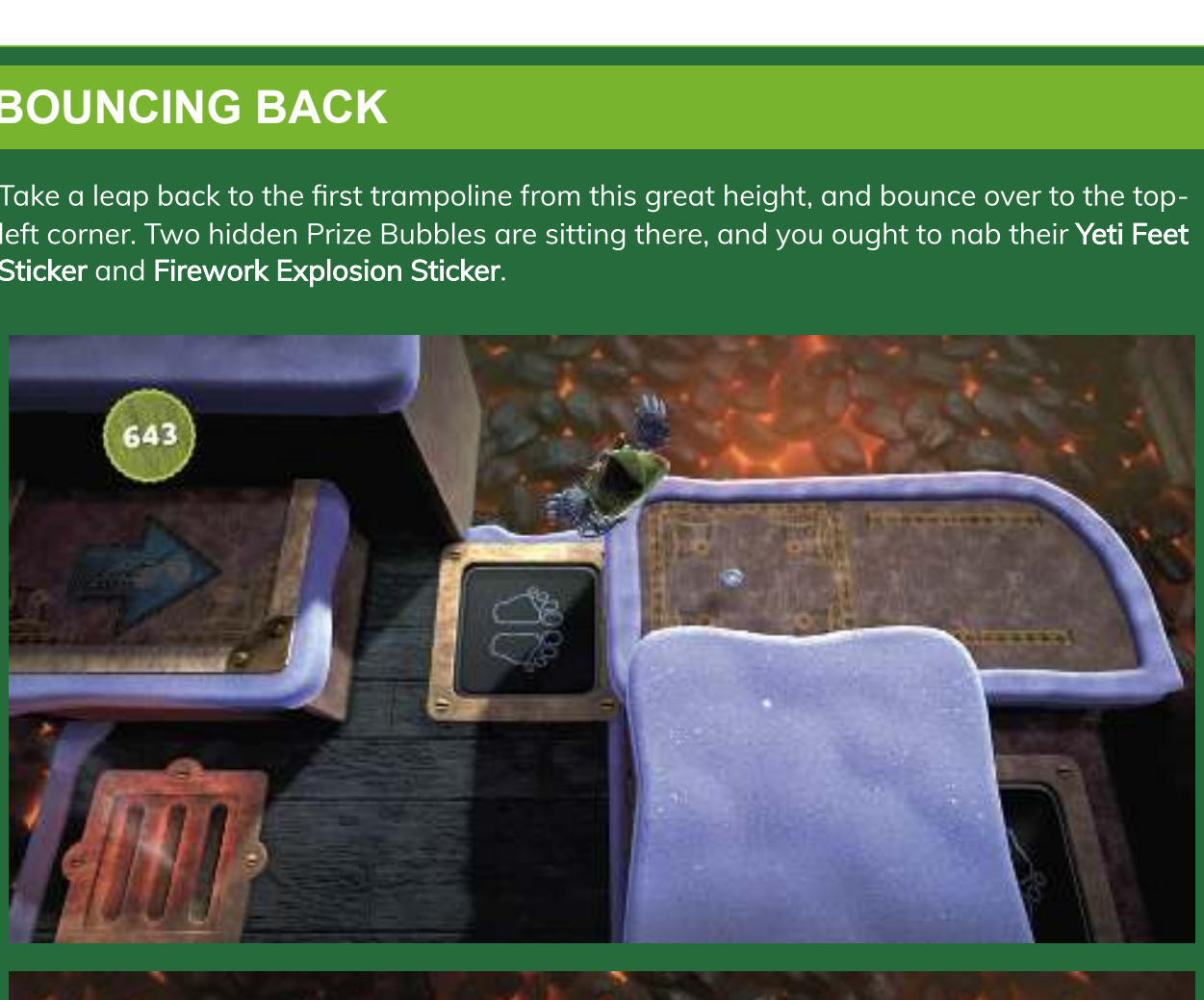


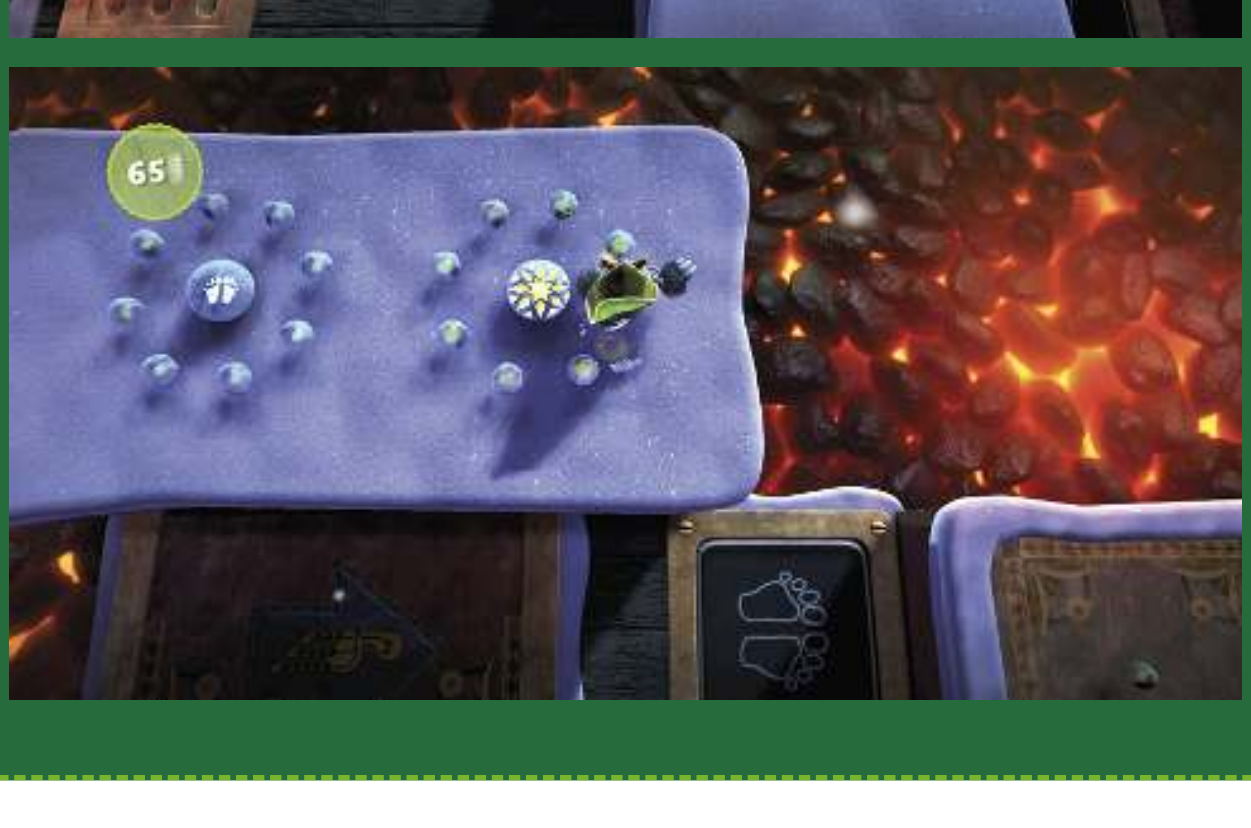
Falling from this height gives the yeti enough momentum to bounce up to the next platform. Circle around to the south, bouncing off another trampoline, and then climb the left platform.

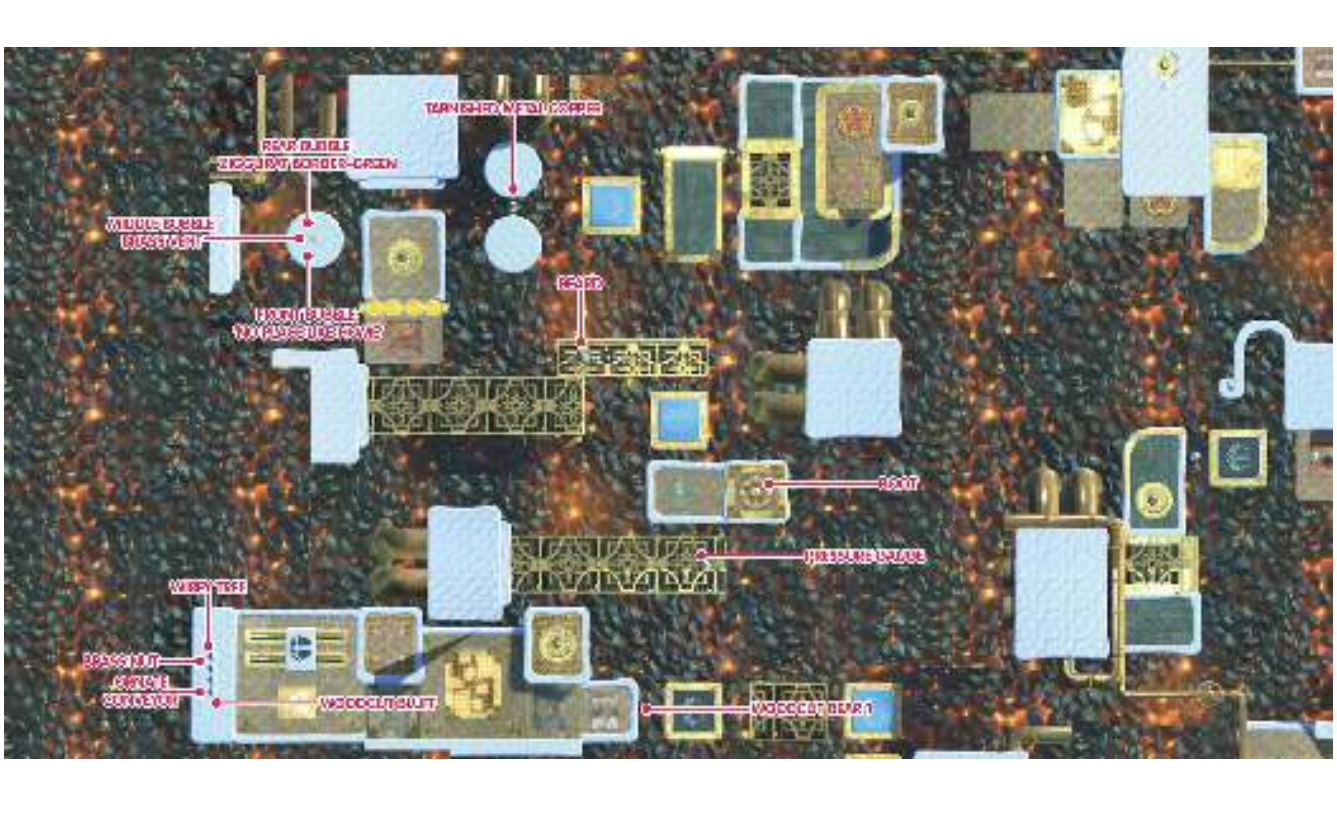


BOUNCING BACK

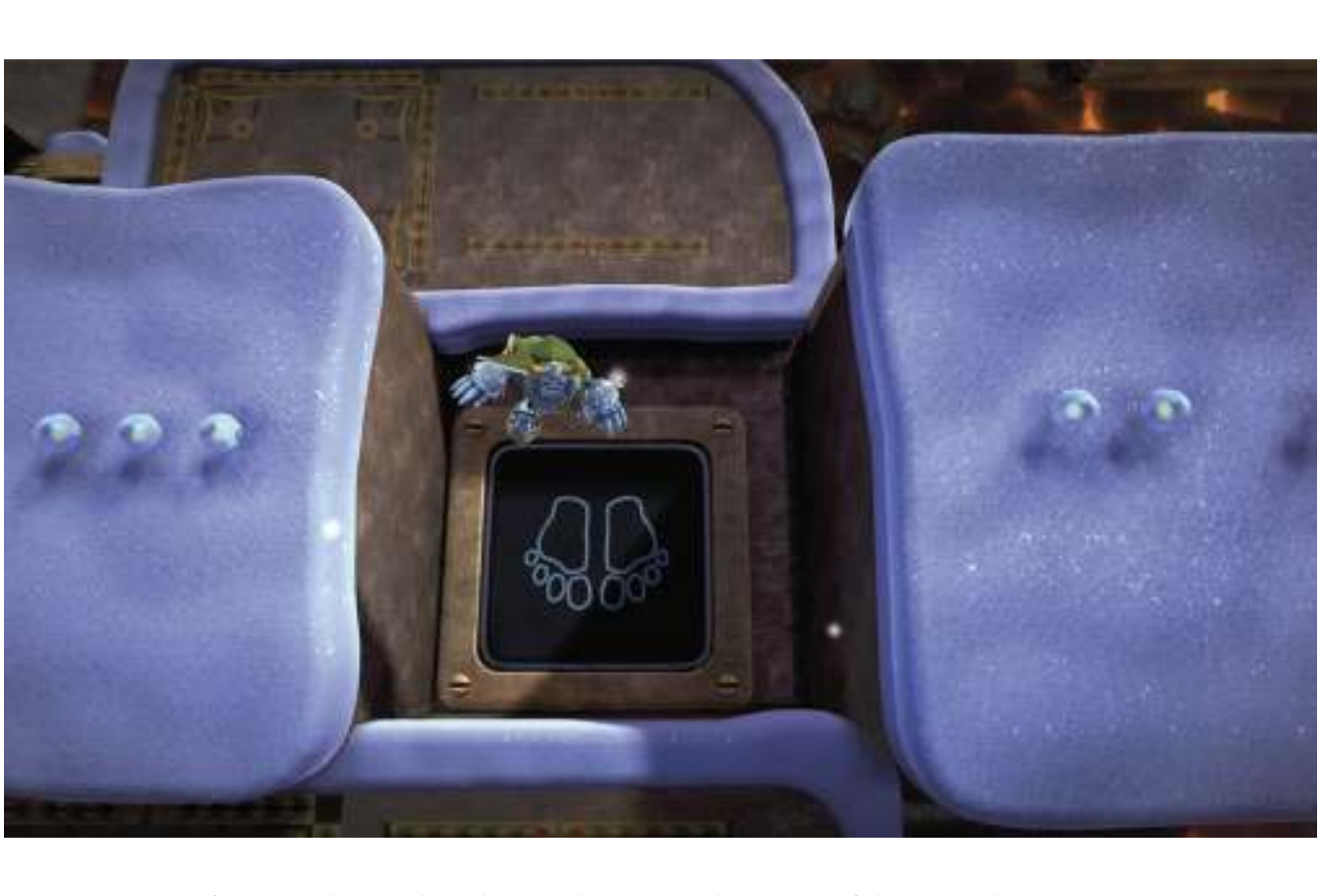
Take a leap back to the first trampoline from this great height, and bounce over to the top-left corner. Two hidden Prize Bubbles are sitting there, and you ought to nab their **Yeti Feet Sticker** and **Firework Explosion Sticker**.



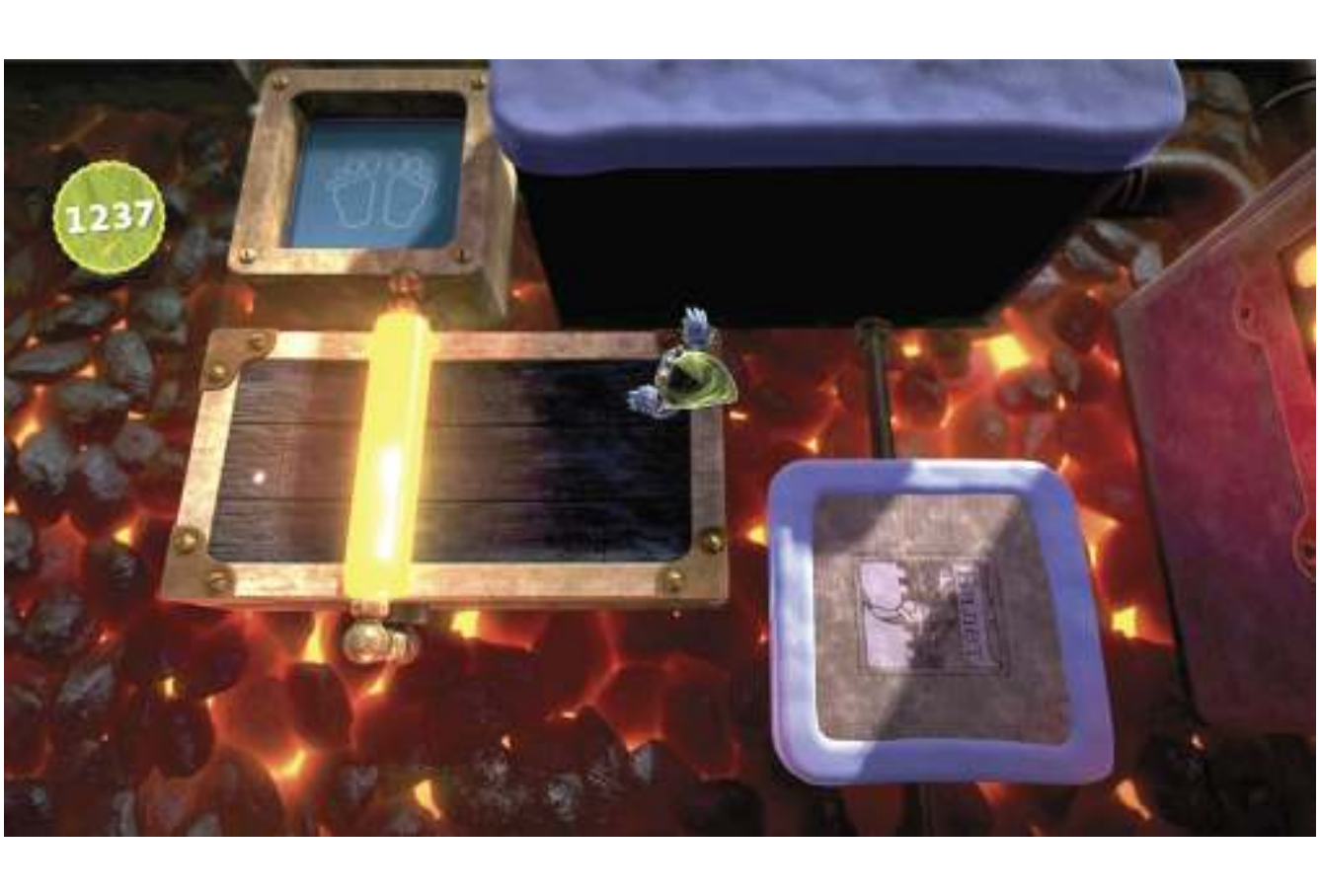




Repeat your steps, but this time, bounce off the trampoline to the right.



Retracting platforms pulsate ahead. Leap between them to safely cross this area. Forge onward north, and jump over the burning metal bar sweeping back and forth.

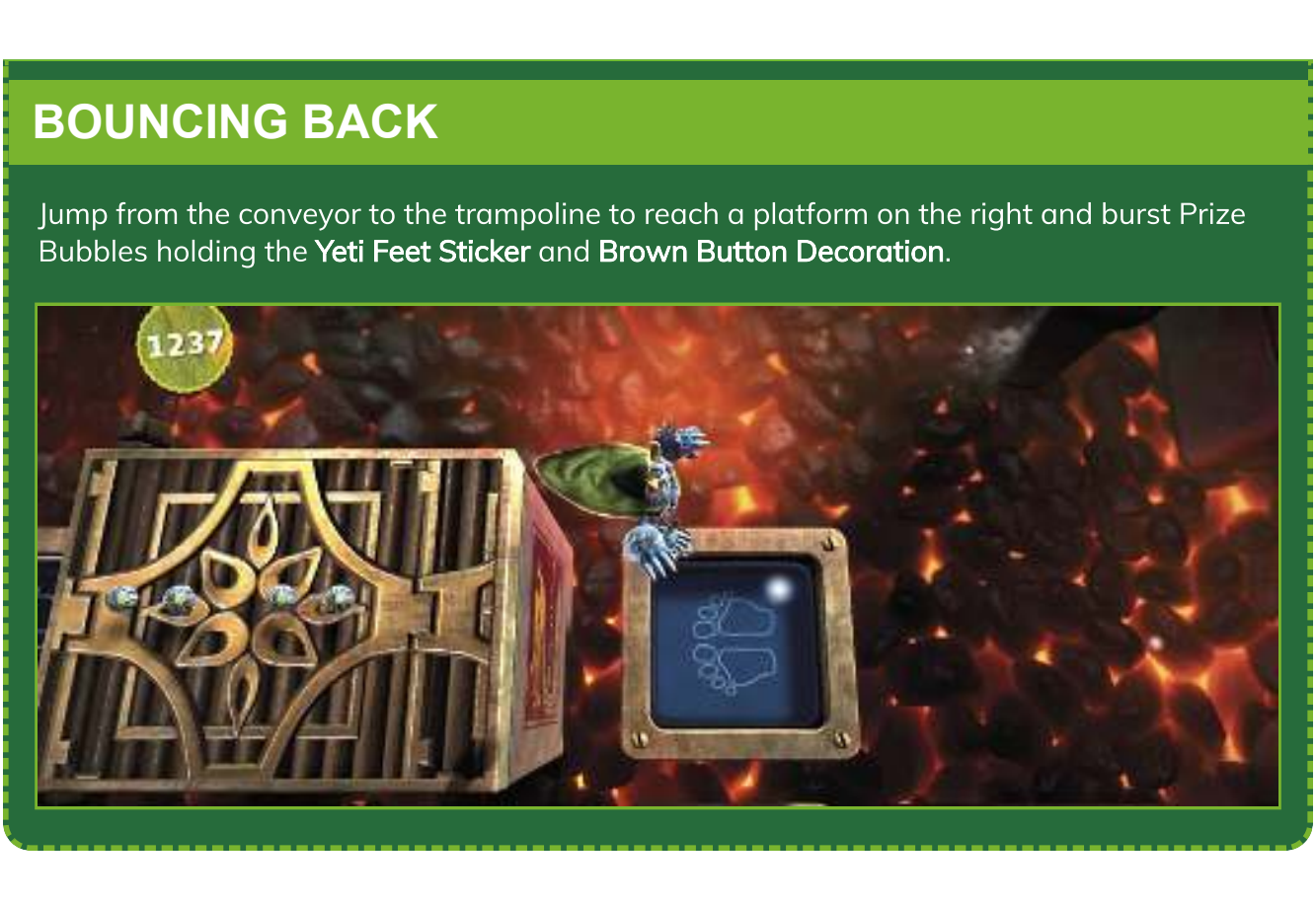


Conveyor Crossings

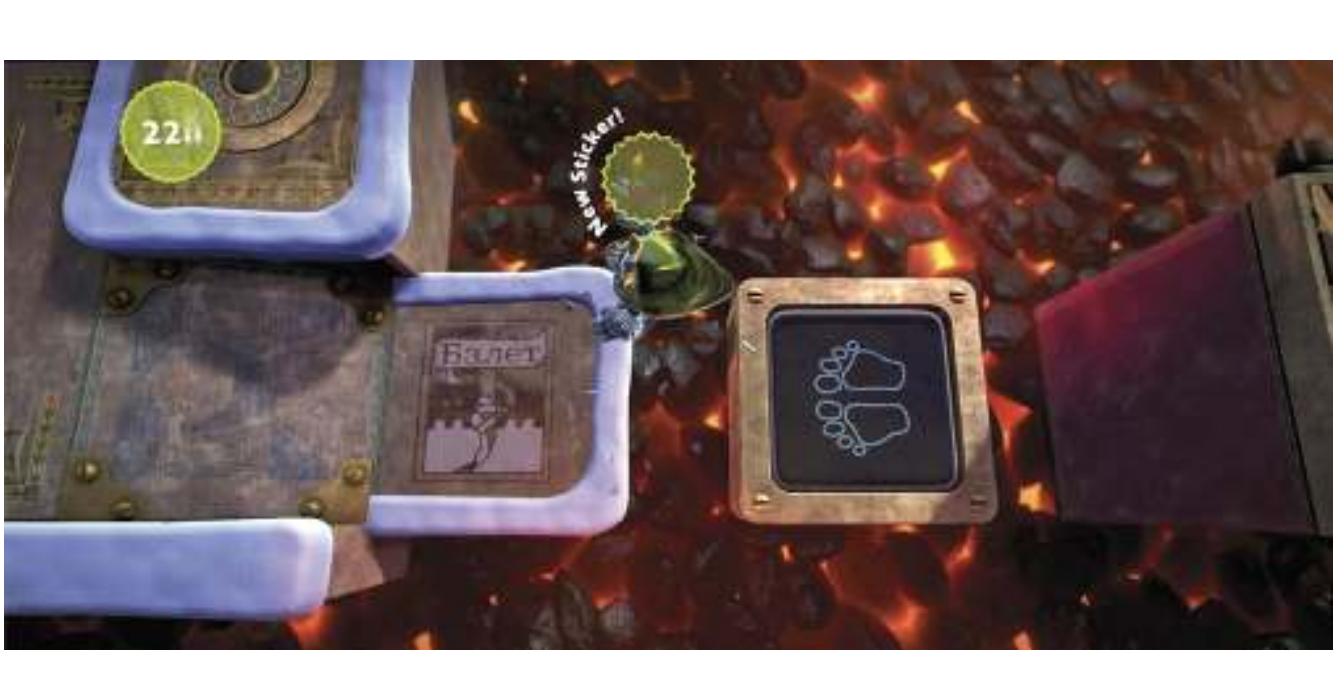
Bouncing between two trampolines, your yeti can reach a platform covered with a vertically scrolling conveyor belt. Don't let it sweep your yeti down into the coals!

BOUNCING BACK

Jump from the conveyor to the trampoline to reach a platform on the right and burst Prize Bubbles holding the **Yeti Feet Sticker** and **Brown Button Decoration**.

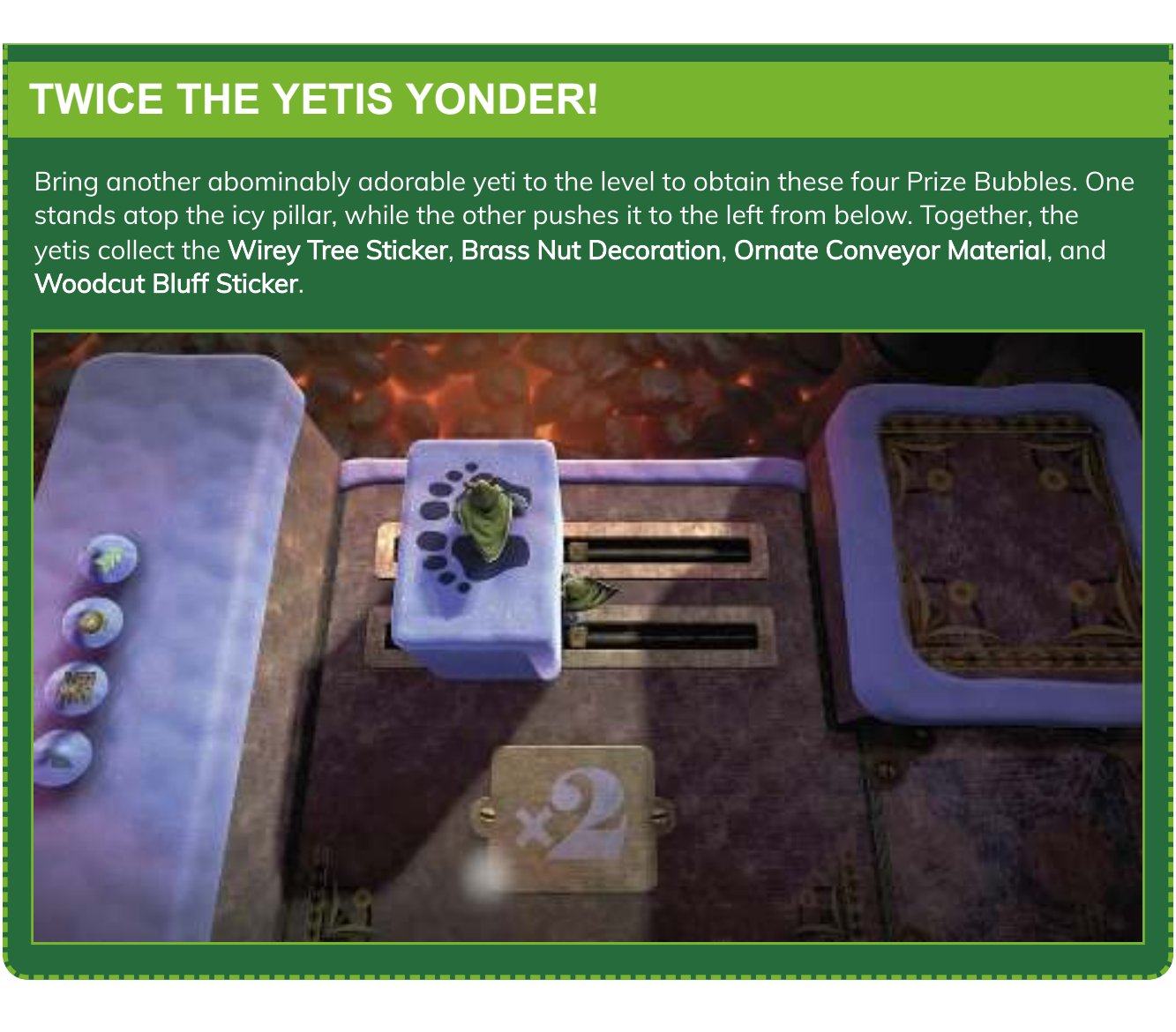


Run off the left side of the conveyor, and bounce down off the trampoline to soar through a mid-air Prize Bubble offering the **Woodcut Bear 1 Sticker**.

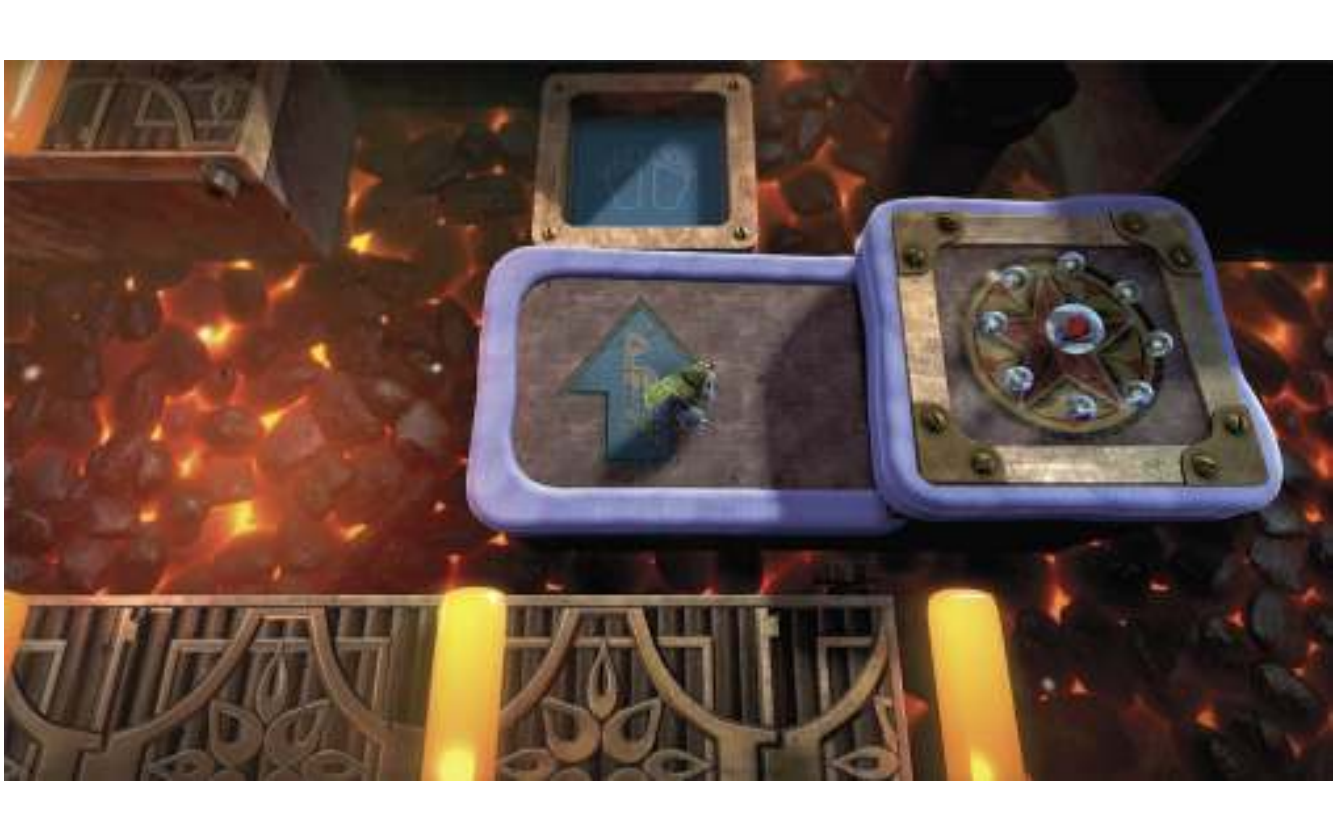


TWICE THE YETIS YONDER!

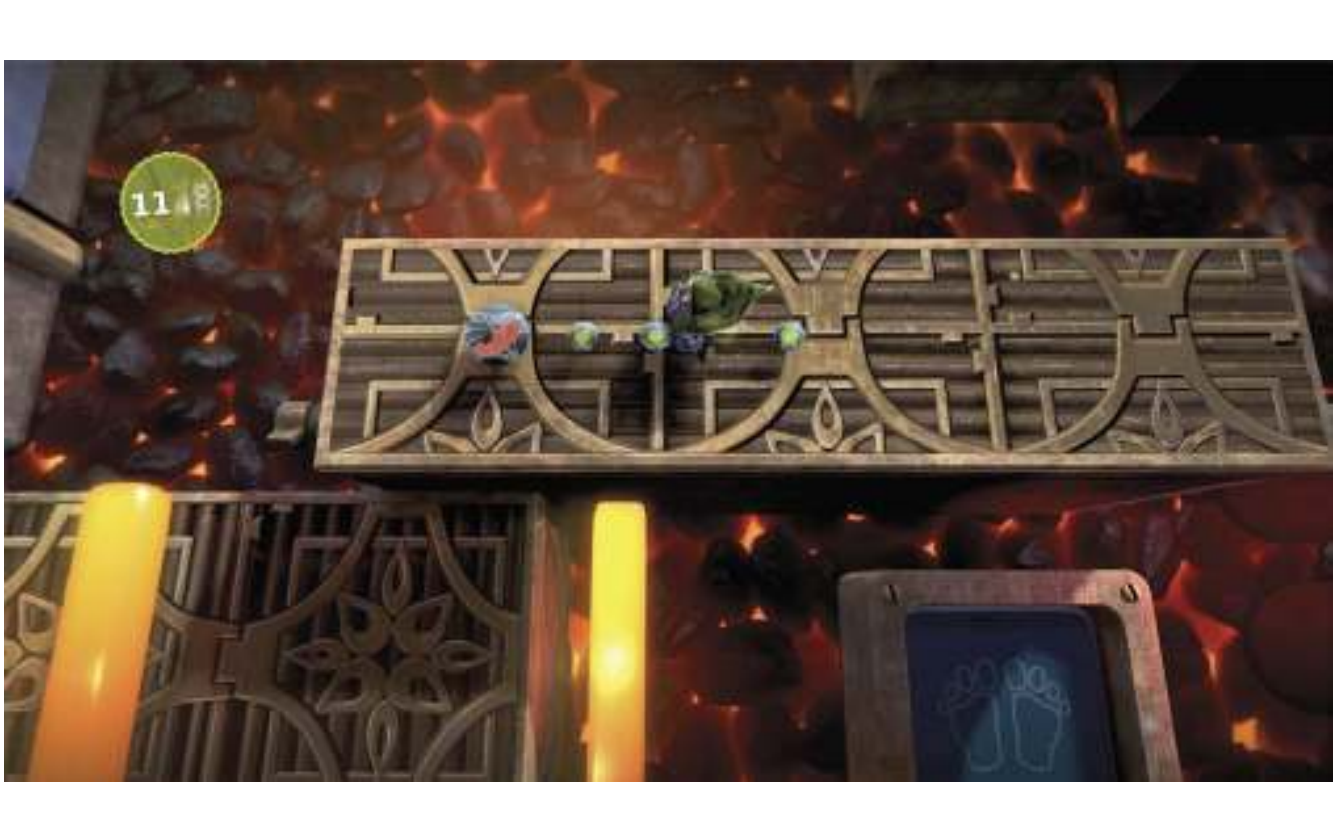
Bring another abominably adorable yeti to the level to obtain these four Prize Bubbles. One stands atop the icy pillar, while the other pushes it to the left from below. Together, the yetis collect the **Wirey Tree Sticker**, **Brass Nut Decoration**, **Ornate Conveyor Material**, and **Woodcut Bluff Sticker**.



Keep heading north past a conveyor dotted with molten metal bars. When safely to the next platform, hop up to the right for a Prize Bubble there giving the **Boot Sticker**. Jump off from here back to the conveyor to burst the floating Prize Bubble holding the **Pressure Gauge Decoration**.



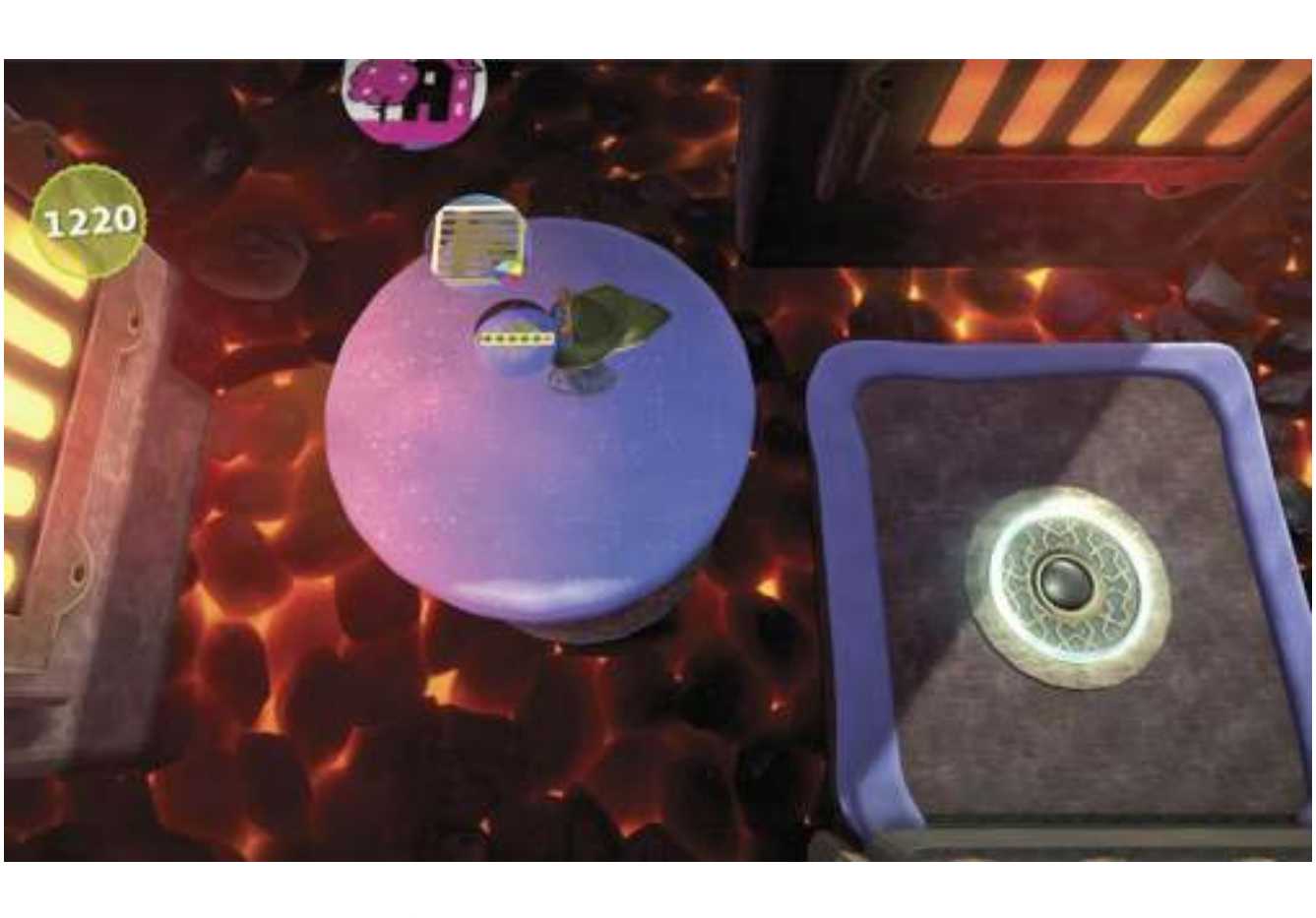
Move north and then west along the conveyor that scrolls downward. Maintain steady footing, and pop the Prize Bubble at its far end for the **Beard Sticker**.



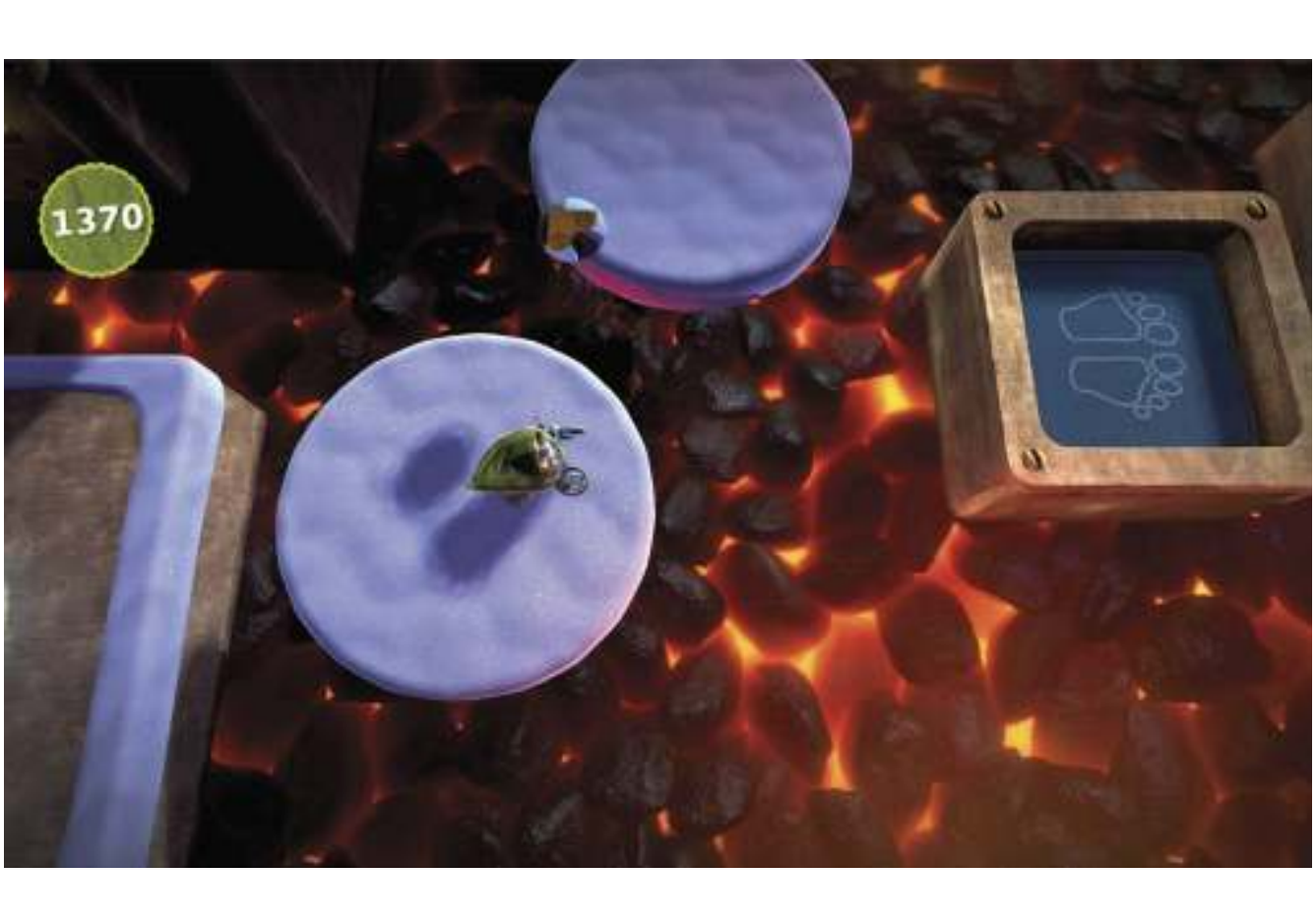
Past another danger-laden conveyor is a row of four pounding pistons. Scurry under their scorching cores and past to the next Checkpoint.

Bounce to the Beat

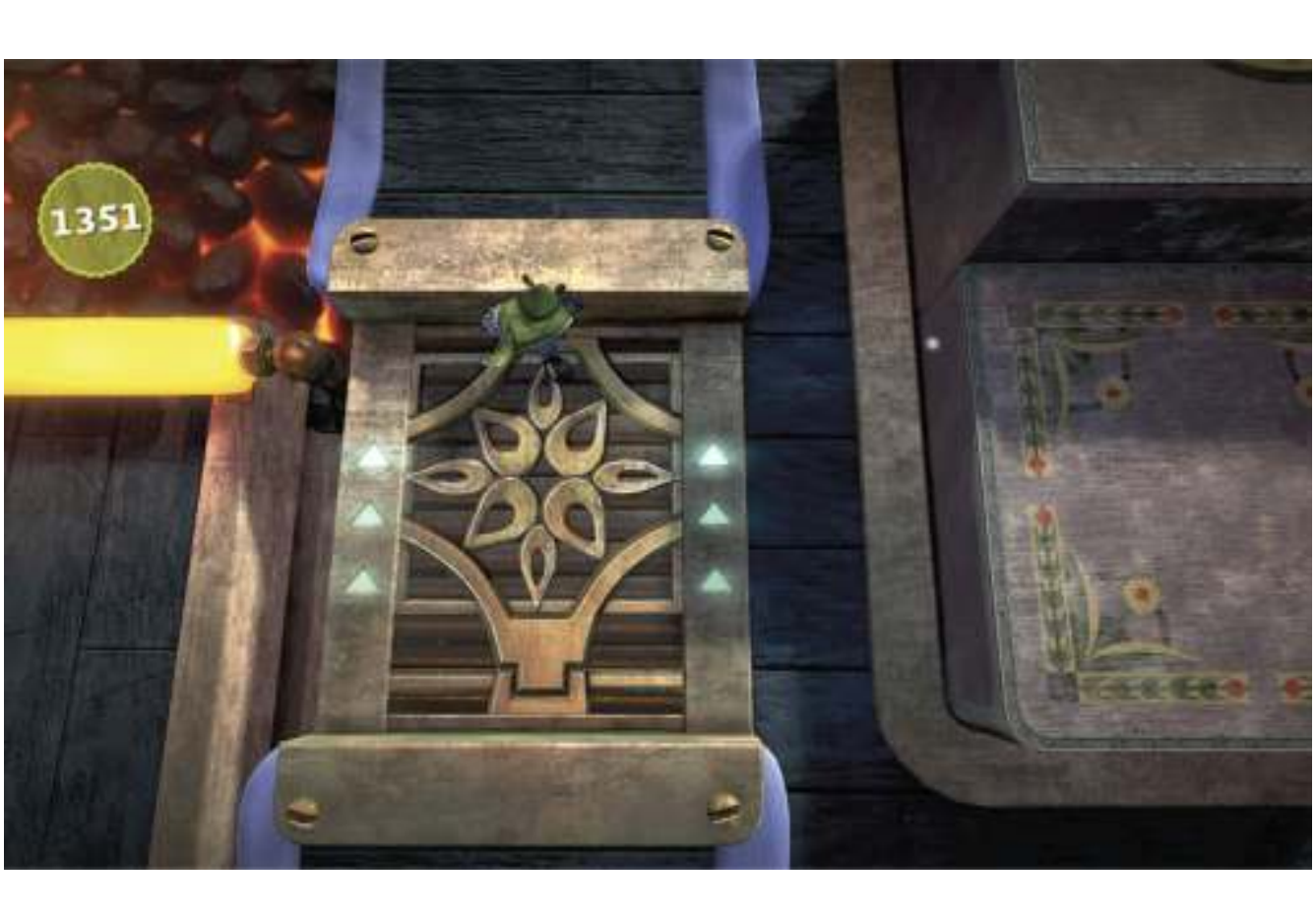
Round platforms lie to the left and right. The left bounces the yeti up through Prize Bubbles that give the **Brass Vent Sticker**, **Ziggurat Border–Green Material**, and **"No Place Like Home" Audio**.

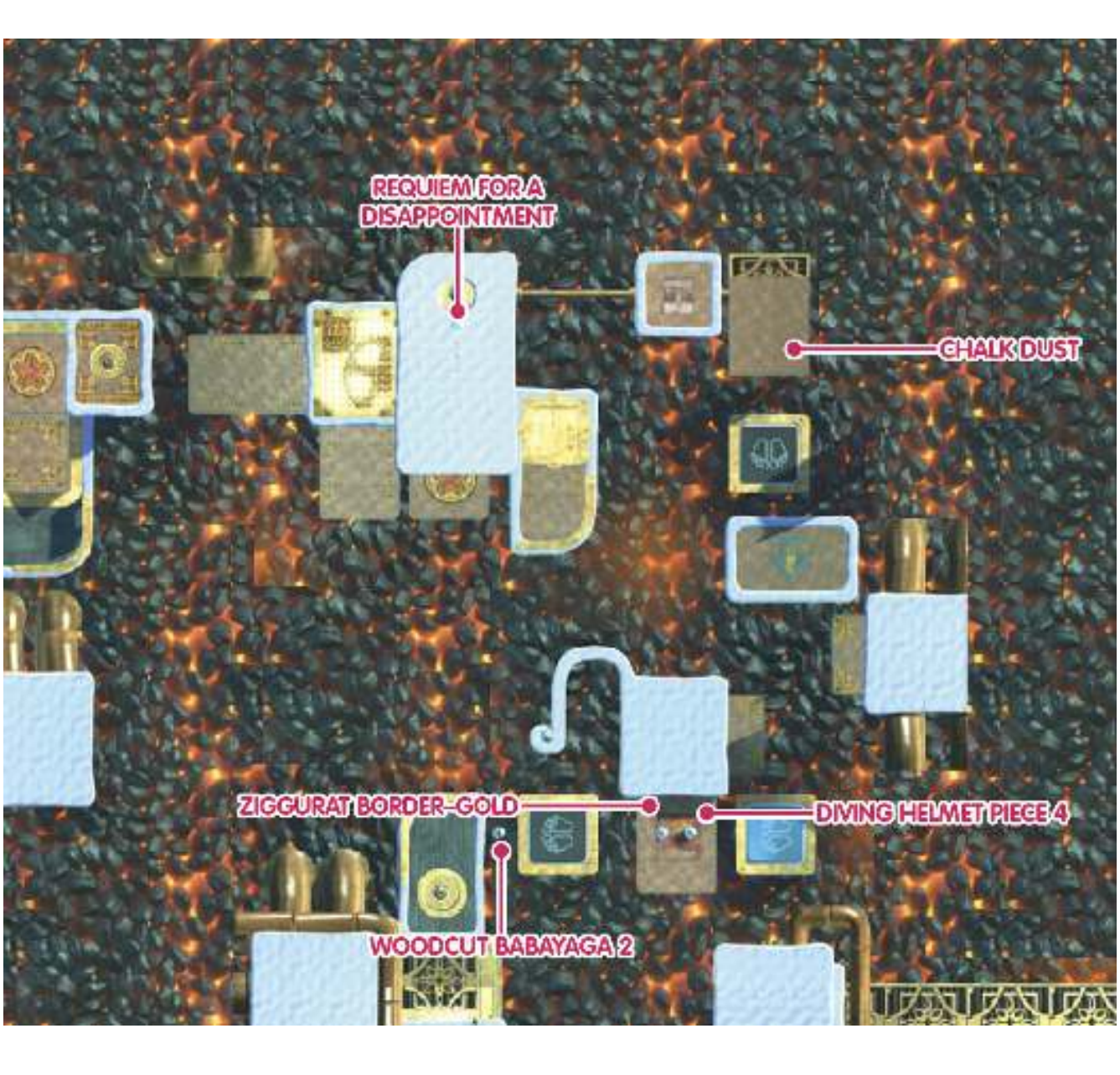


To the right is a rotating pair, forever spinning opposite each other. Jump between to rupture the mid-air Prize Bubble that coughs up the **Tarnished Metal Copper Material**.



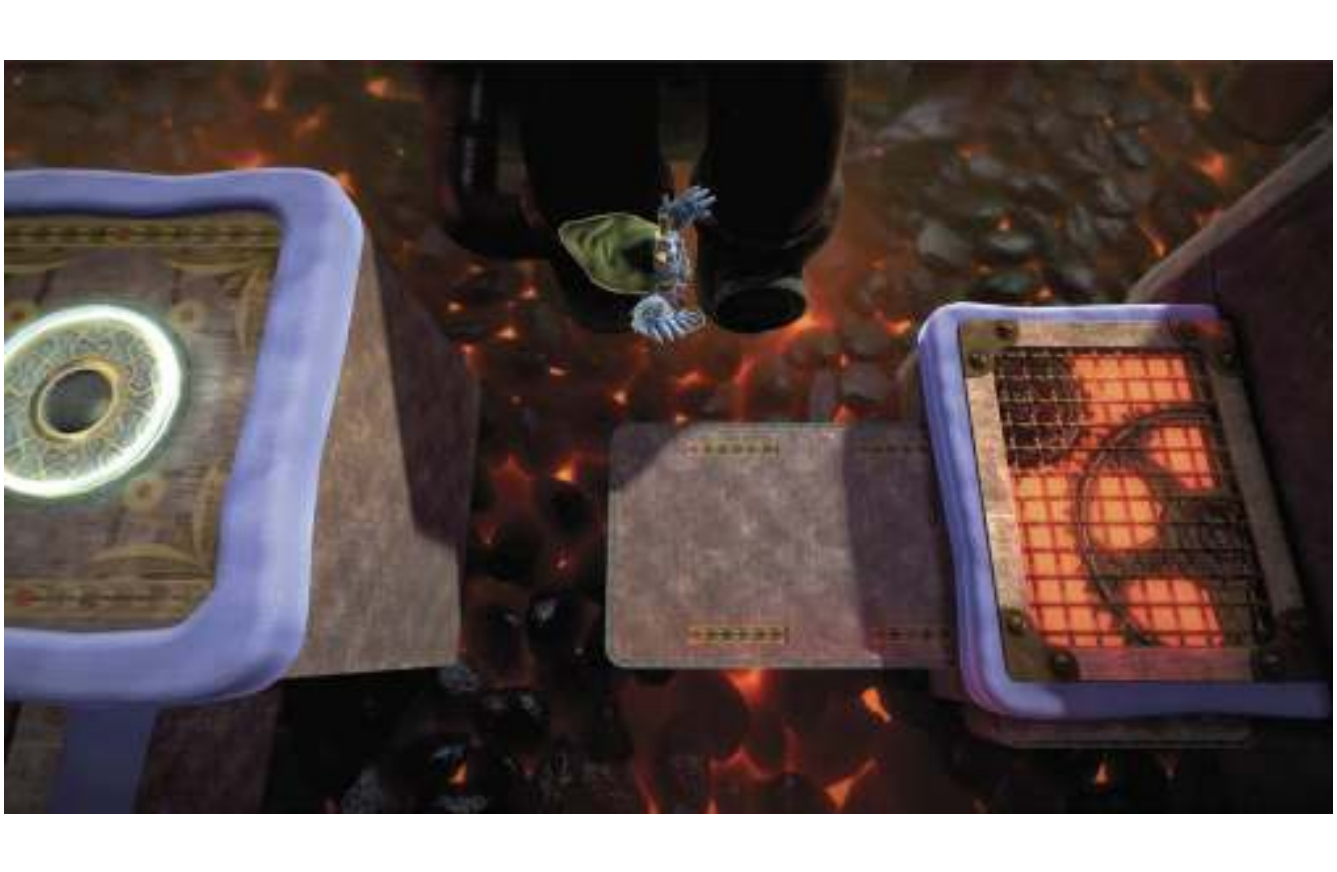
Keep going right off the trampoline, the hazardous platform, and onto a somewhat hidden conveyer. Run in the direction of the arrows, and the yeti's mighty legs engage the mechanism to raise the necessary platforms on the right side. Hop up the platforms to the next Checkpoint.



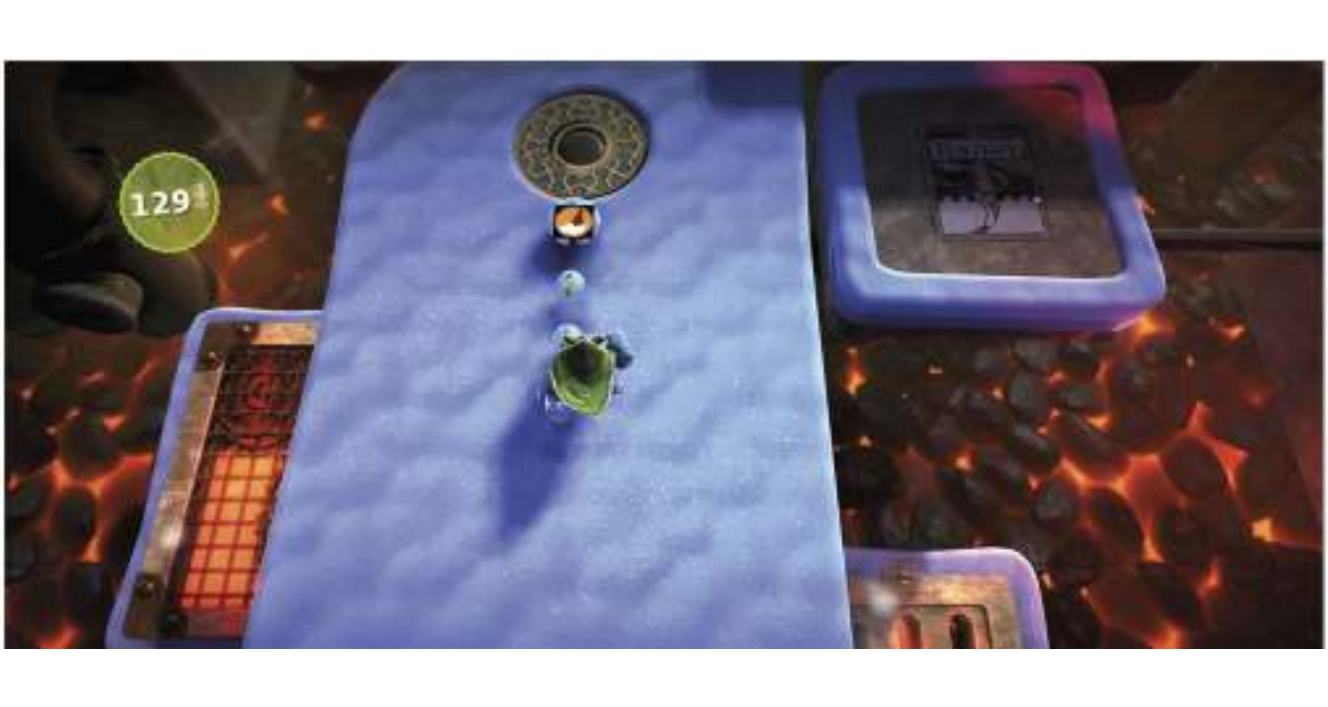


Wait for the retracting platform down below to emerge before dropping down safely. Hop up to the right and then back down to the platform expanding southward.

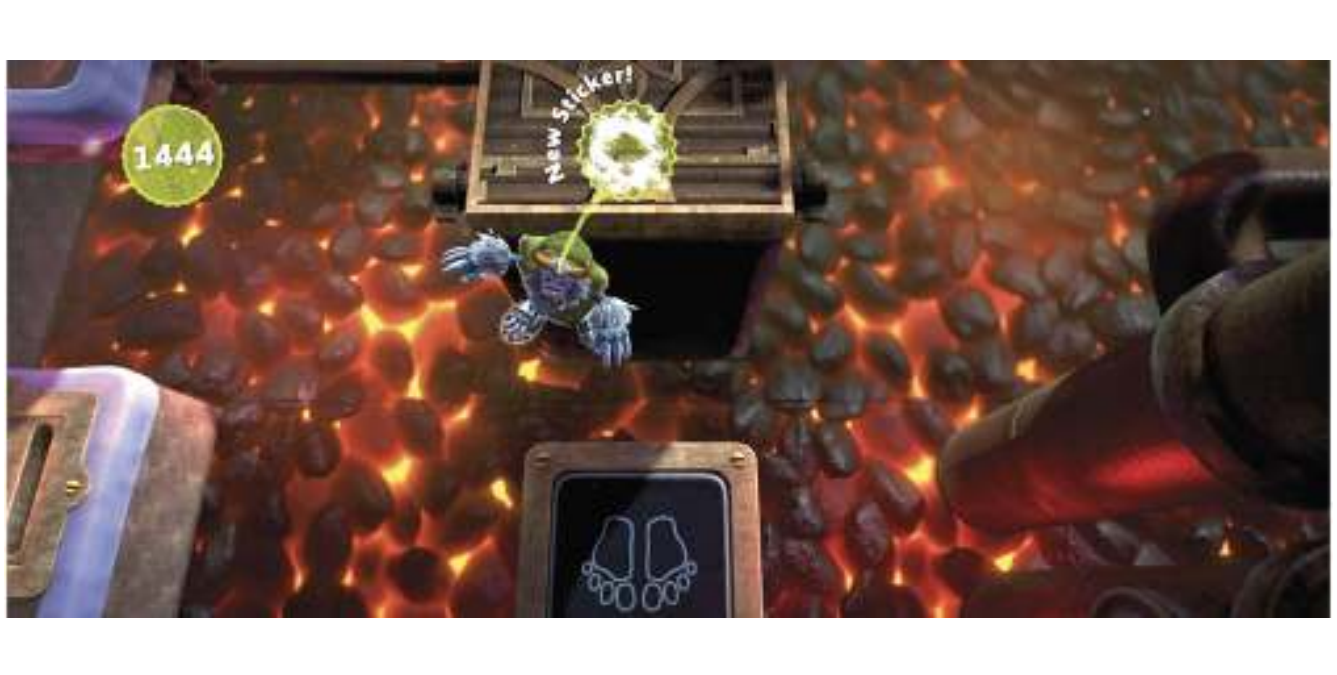
It only seems like there's no place to go. Once the yeti's footing starts sliding back, an opportunity to leap up presents itself to the right.



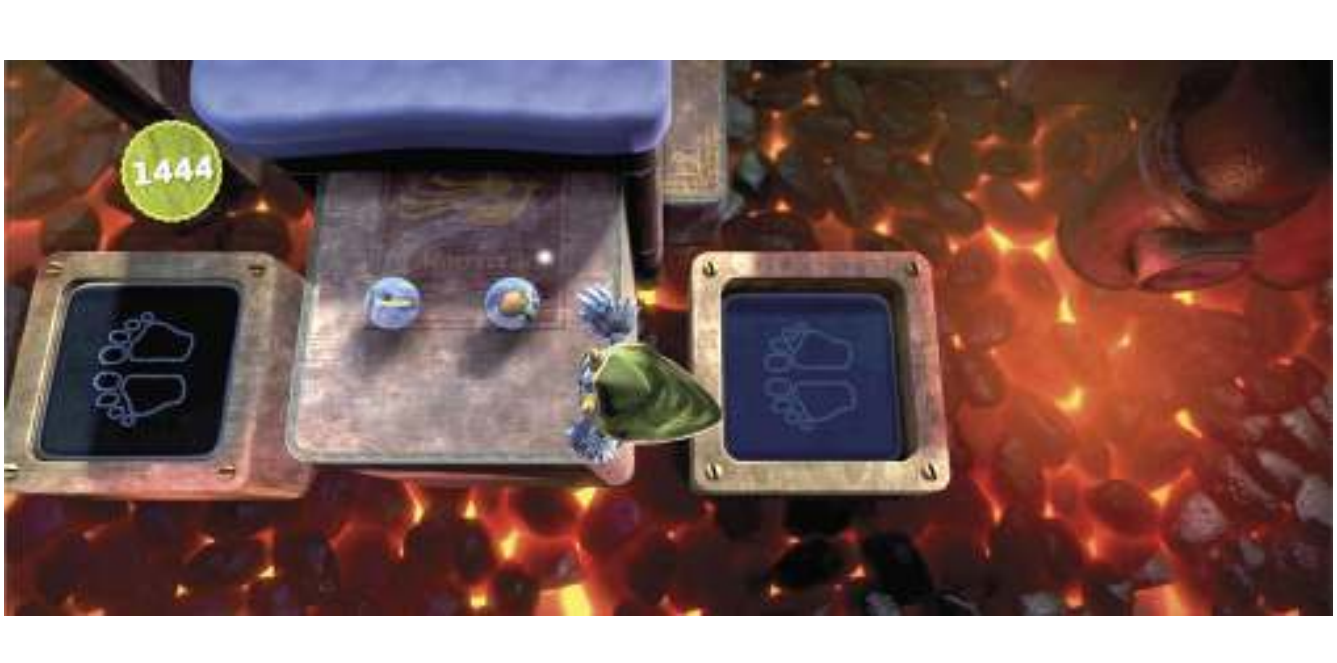
Moving from there and floating up, a string of Score Bubbles leads to the **"Requiem for a Disappointment" Audio** Prize Bubble guiding you to the next Checkpoint.

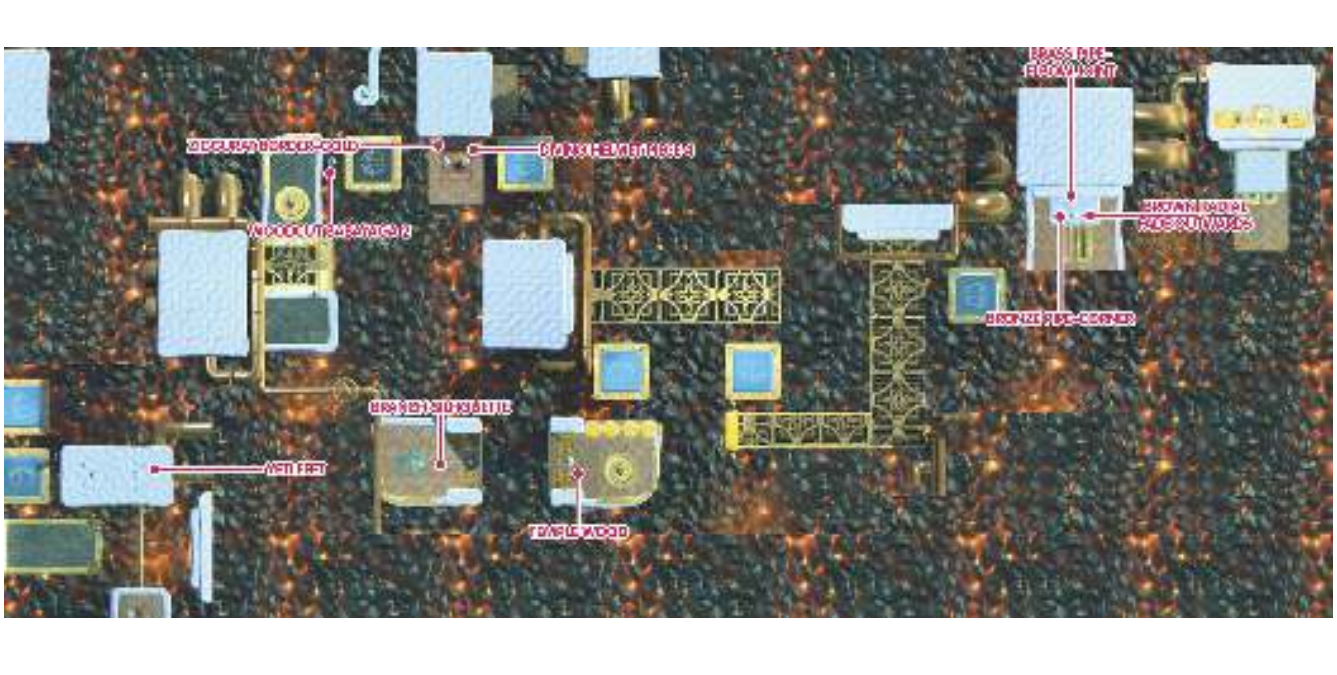


Run to the right from the moving platform to a conveyor, through a Prize Bubble that nets you the **Chalk Dust Sticker**, and down onto a trampoline.

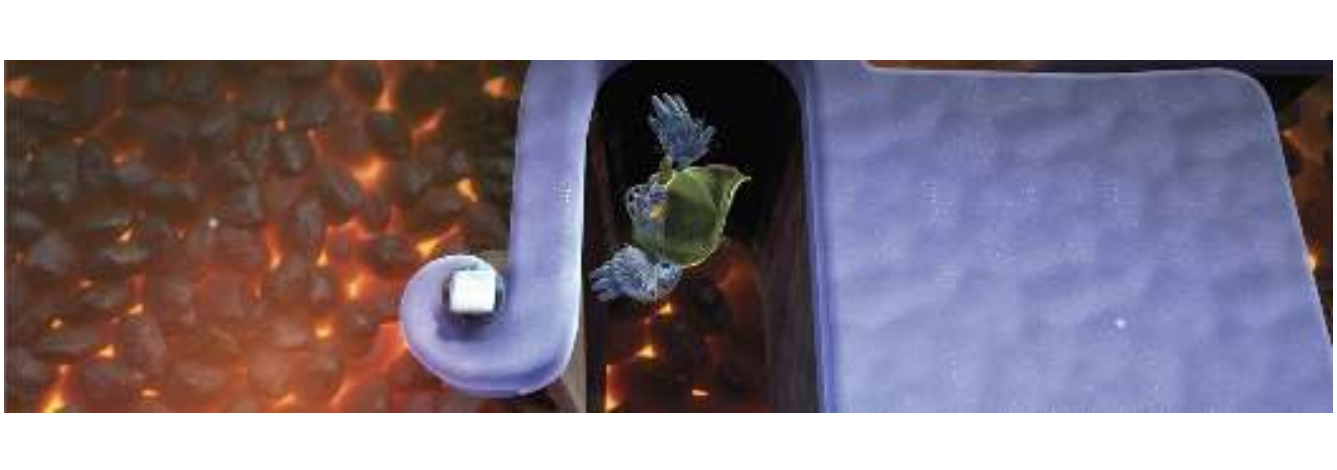


A series of retracting platforms poses little challenge to a veteran like you. Move past them, and use a trampoline to bounce up to two aerially situated Prize Bubbles holding the **Diving Helmet Piece 4 Decoration** and **Ziggurat Border–Gold Sticker**.

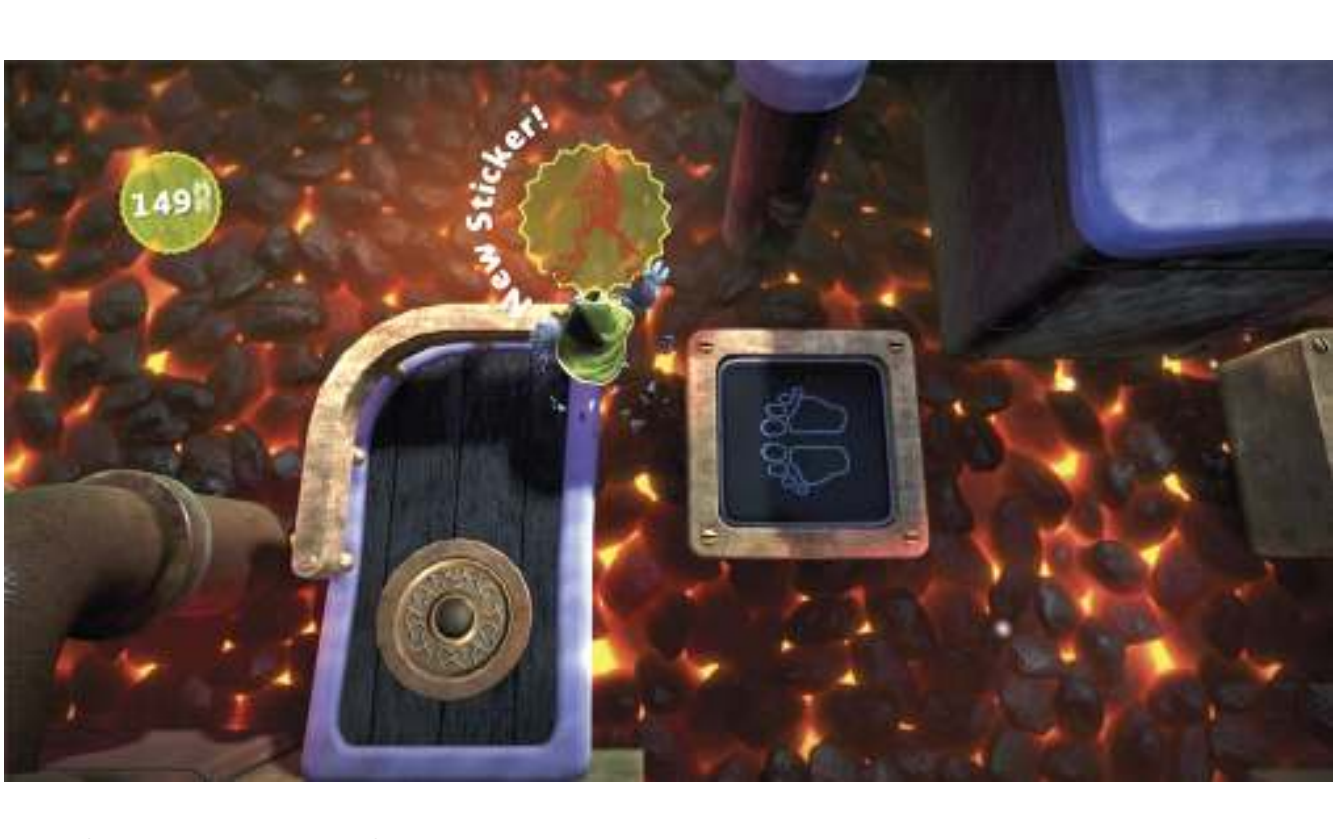




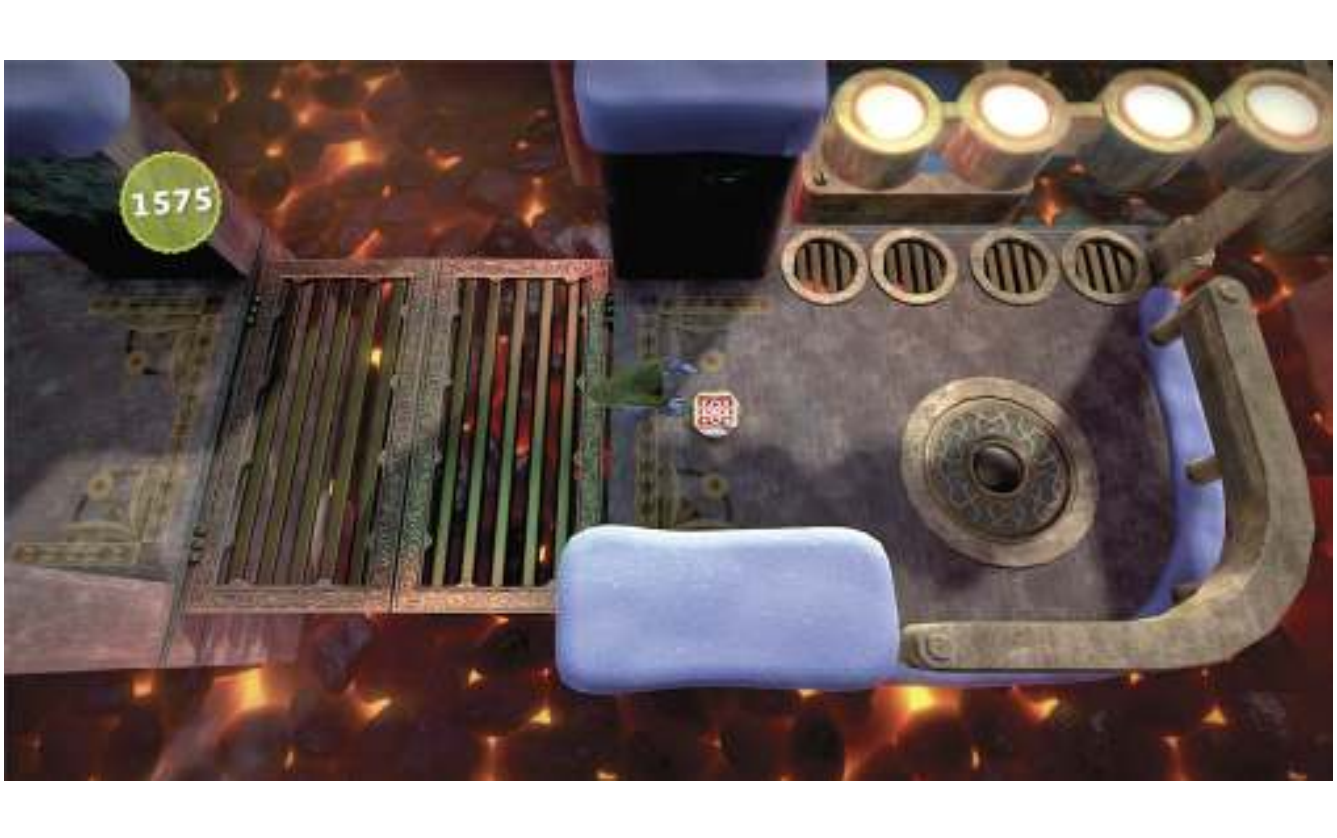
Before the platform retracts, jump up to the snow-topped area north. From there, you can reach an isolated Prize Bubble keeping the **Fresh Snow Material**.



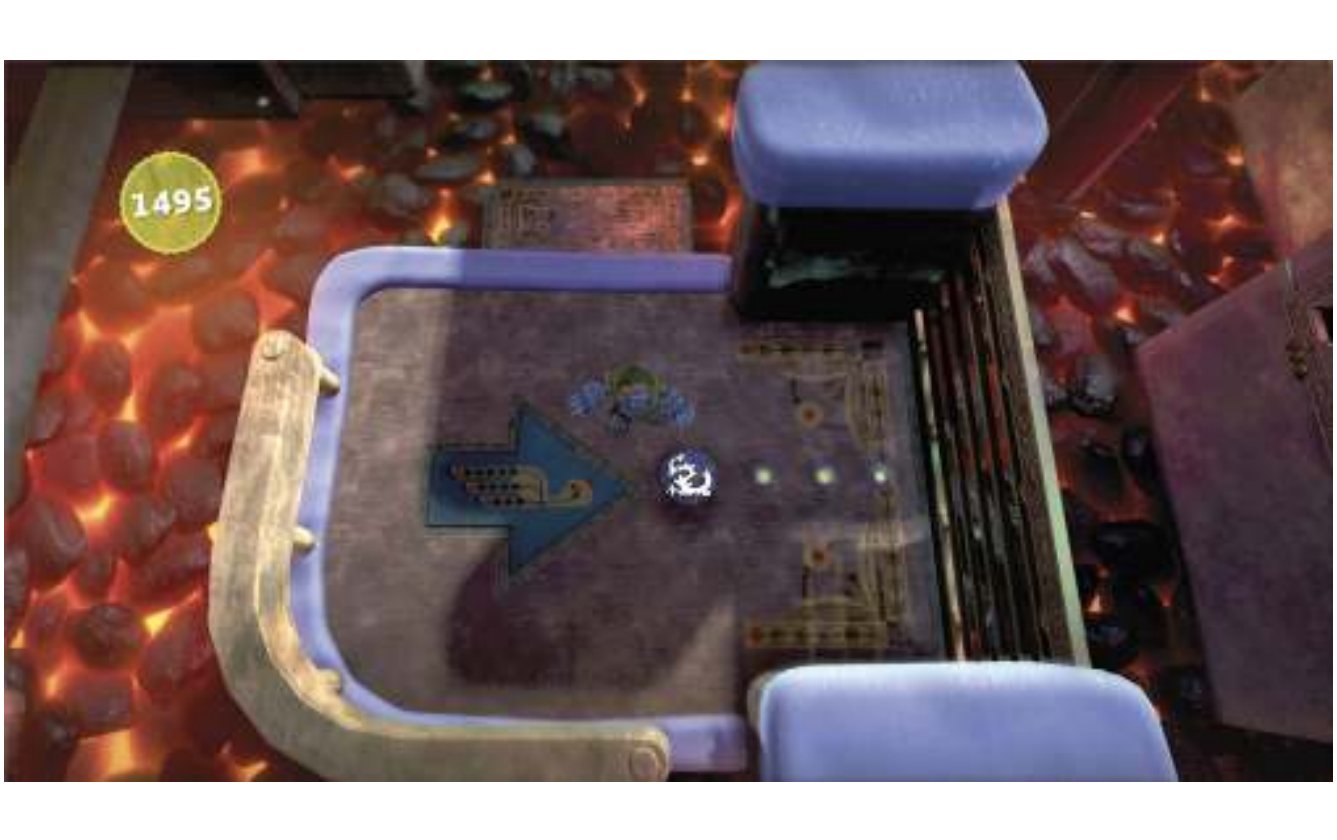
Bounce off the trampoline, and pirouette through the Prize Bubble above on the way to the next Checkpoint to snag its **Woodcut Babayaga 2 Sticker**.



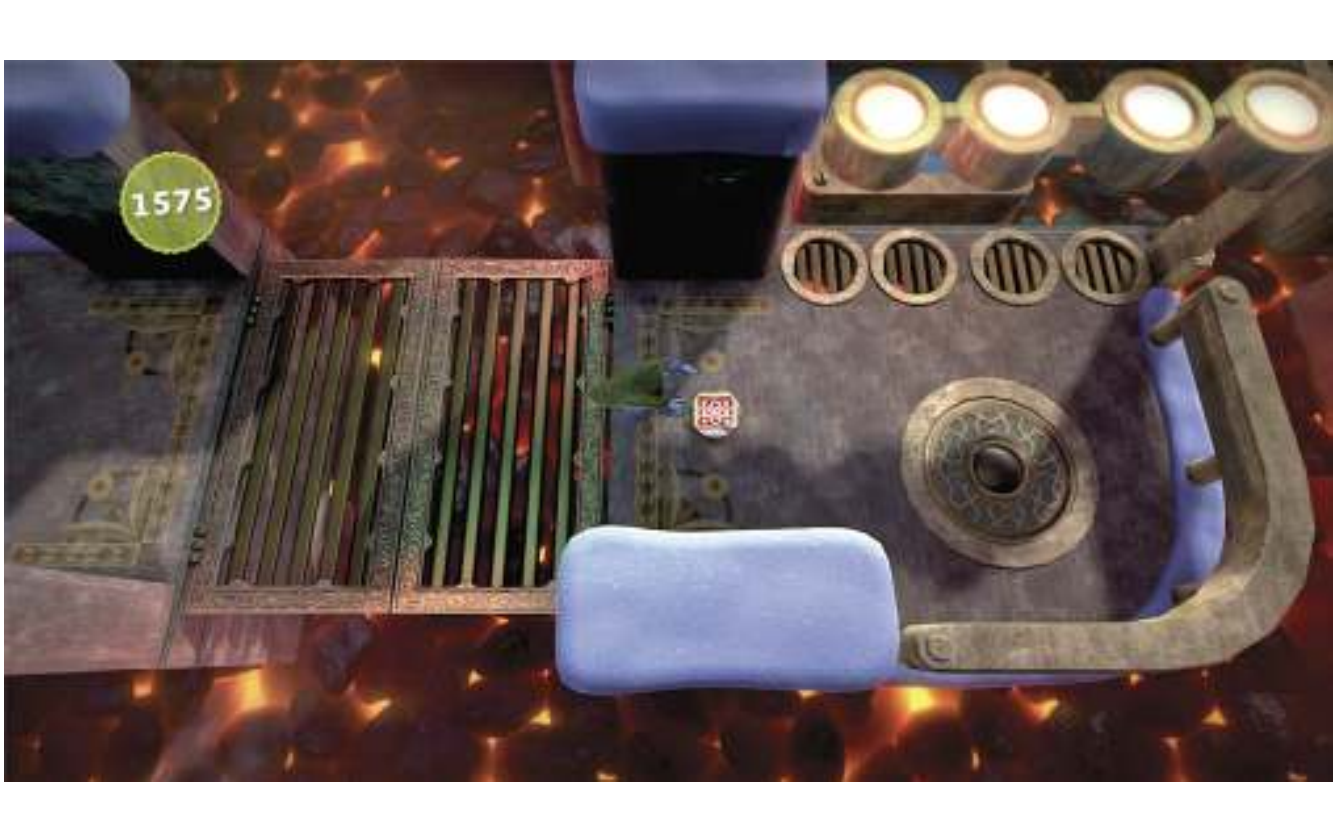
Push forward through the flimsy wall to turn it into a bridge that leads to the next Checkpoint and a Prize Bubble gifting the **Temple Wood Material**.



Keep to the right on this next conveyor to expand the necessary platform to cross the fiery coals. Hop between the platforms before they disappear to reach safety and the next Prize Bubble, which gives the **Branch Silhouette Sticker**.



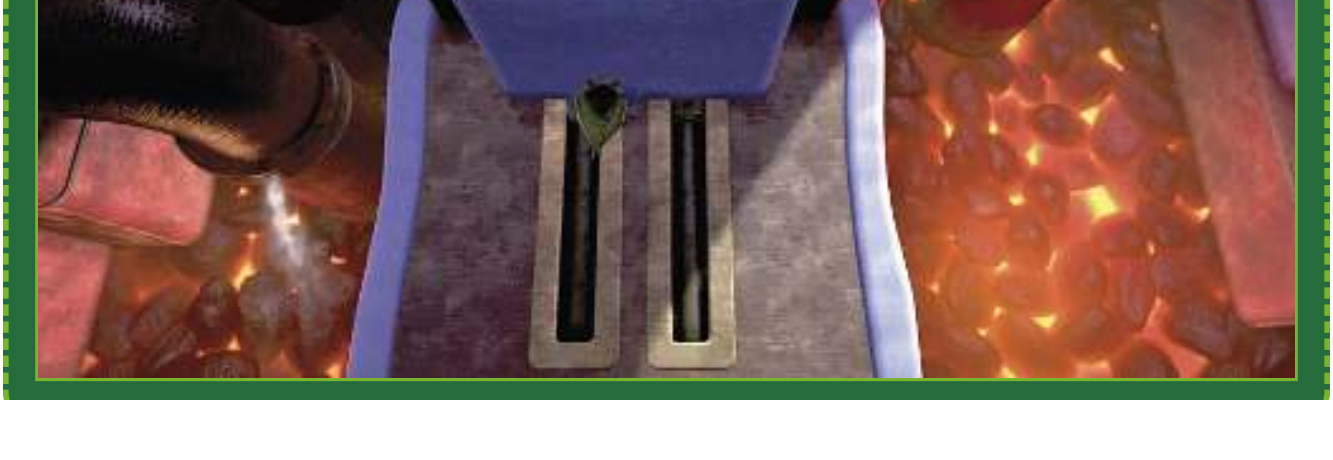
Duck under the pistons, and navigate over several more conveyors.

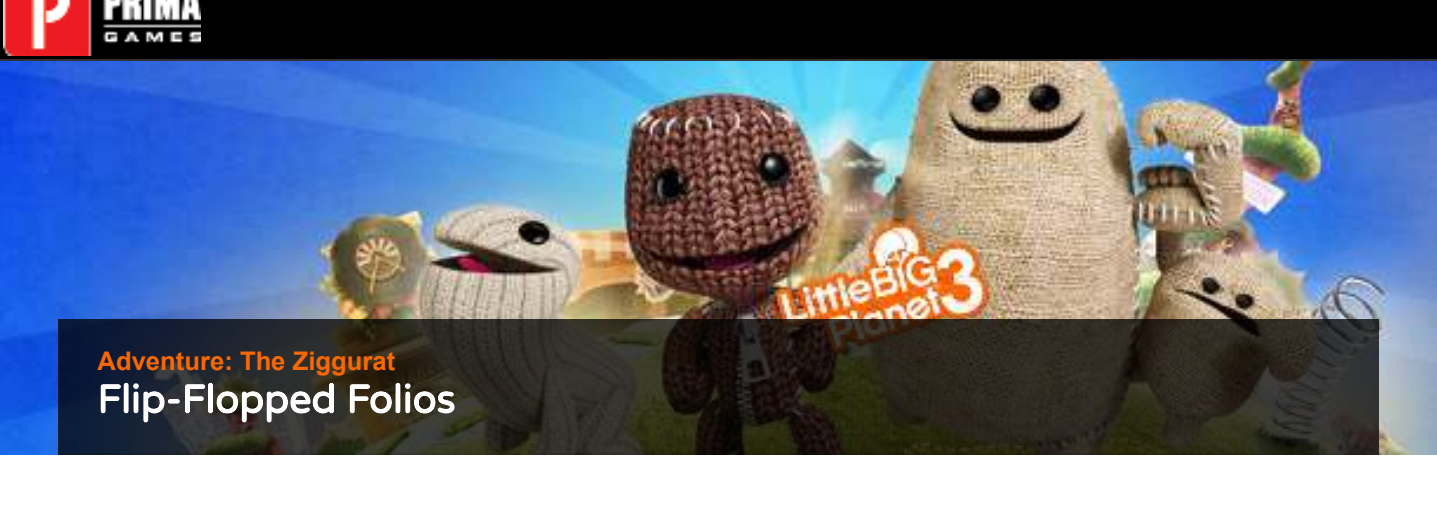


Reaching the next Checkpoint positions the yeti just a heartbeat away from Toggle's marble.

GETTING THE DROP ON PRIZES

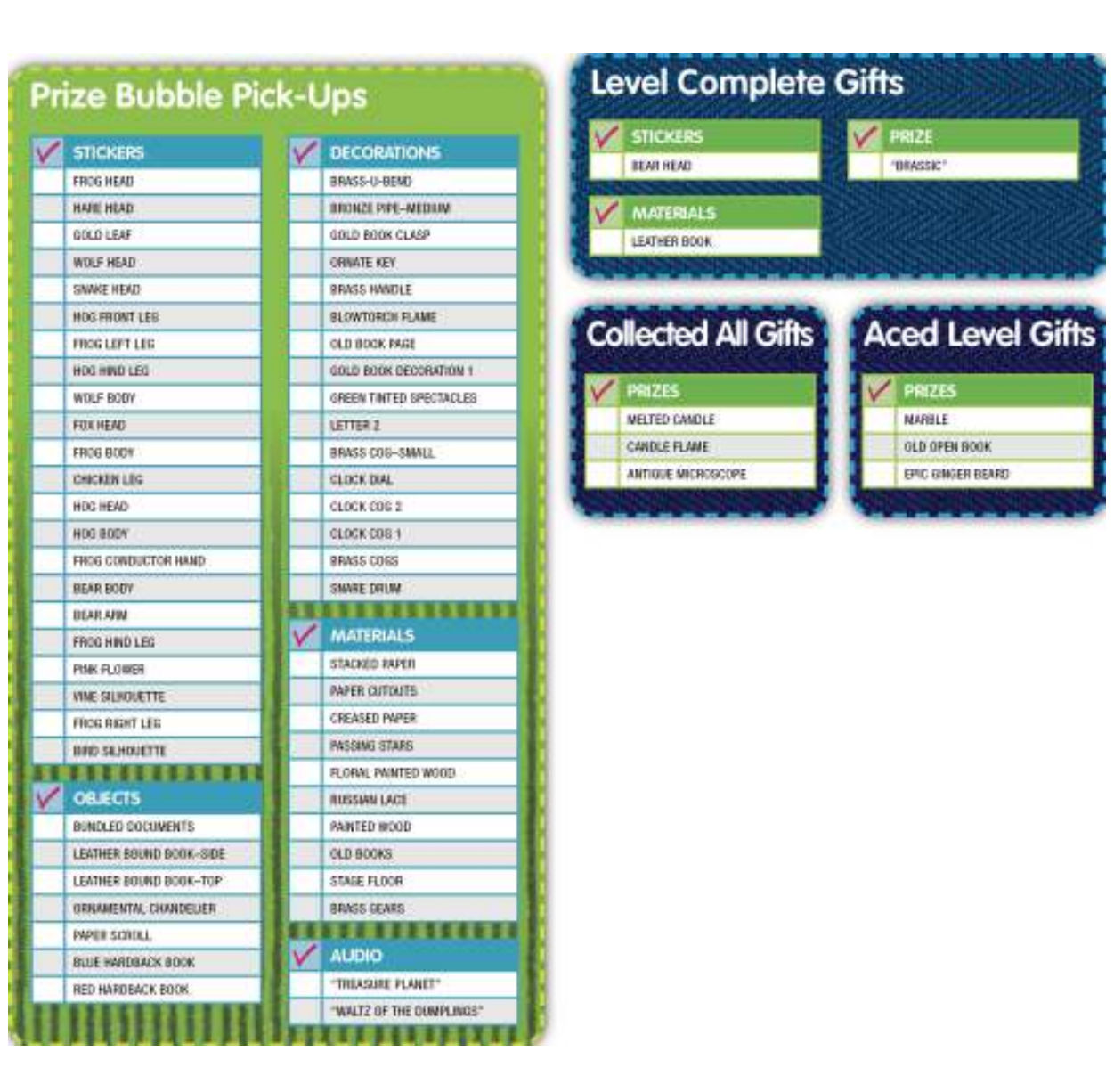
Hold tight a moment before galloping forward. Head north, and push against the white wall there. Once it's nestled away, three Prize Bubbles that were sitting atop it fall down to be snagged for the **Bronze Pipe–Corner Decoration**, **Brass Pipe–Elbow Joint Decoration** , and **Brown Radial Fade Outwards Sticker**.





Adventure: The Ziggurat

Flip-Flopped Folios



Prize Bubble Pick-Ups

✓ STICKERS
☐ FROG HEAD
☐ HARE HEAD
☐ GOLD LEAF
☐ WOLF HEAD
☐ SNAKE HEAD
☐ HOG FRONT LEG
☐ FROG LEFT LEG
☐ HOG HIND LEG
☐ WOLF BODY
☐ FOX HEAD
☐ FROG BODY
☐ CHICKEN LEG
☐ HOG HEAD
☐ HOG BODY
☐ FROG CONDUCTOR HAND
☐ BEAR BODY
☐ BEAR ARM
☐ FROG HIND LEG
☐ PINK FLOWER
☐ VINE SILHOUETTE
☐ FROG RIGHT LEG
☐ BIRD SILHOUETTE

✓ OBJECTS
☐ BUNDLED DOCUMENTS
☐ LEATHER BOUND BOOK–SIDE
☐ LEATHER BOUND BOOK–TOP
☐ ORNAMENTAL CHANDELIER
☐ PAPER SCROLL
☐ BLUE HARDBACK BOOK
☐ RED HARDBACK BOOK

✓ DECORATIONS
☐ BRASS-U-BEND
☐ BRONZE PIPE–MEDIUM
☐ GOLD BOOK CLASP
☐ ORNATE KEY
☐ BRASS HANDLE
☐ BLOWTORCH FLAME
☐ OLD BOOK PAGE
☐ GOLD BOOK DECORATION 1
☐ GREEN TINTED SPECTACLES
☐ LETTER 2
☐ BRASS COG–SMALL
☐ CLOCK DIAL
☐ CLOCK COG 2
☐ CLOCK COG 1
☐ BRASS COGS
☐ SNARE DRUM

✓ MATERIALS
☐ STACKED PAPER
☐ PAPER CUTOUTS
☐ CREASED PAPER
☐ PASSING STARS
☐ FLORAL PAINTED WOOD
☐ RUSSIAN LACE
☐ PAINTED WOOD
☐ OLD BOOKS
☐ STAGE FLOOR
☐ BRASS GEARS

✓ AUDIO
☐ "TREASURE PLANET"
☐ "WALTZ OF THE DUMPLINGS"

Level Complete Gifts

✓ STICKERS
☐ BEAR HEAD

✓ PRIZE
☐ "BRASSIC"

✓ MATERIALS
☐ LEATHER BOOK

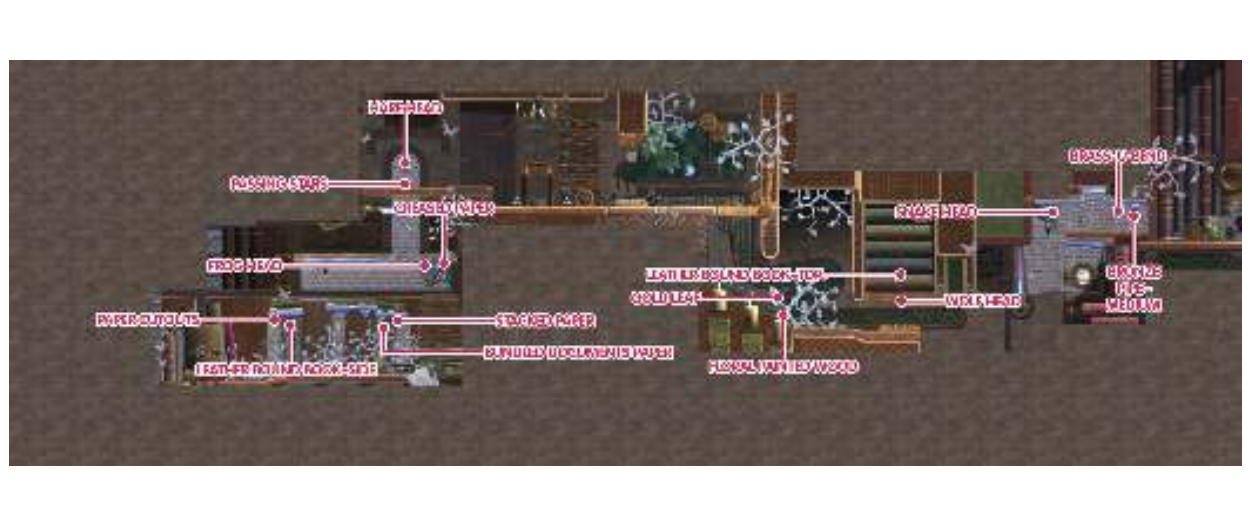
Collected All Gifts

✓ PRIZES
☐ MELTED CANDLE
☐ CANDLE FLAME
☐ ANTIQUE MICROSCOPE

Aced Level Gifts

✓ PRIZES
☐ MARBLE
☐ OLD OPEN BOOK
☐ EPIC GINGER BEARD

Old tomes that have withstood the trying tests of time can take on a life of their own. They are so heavy with meaning that even gravity bends to them. The next marble is lost between the lines here in the topsy-turvy, upside-down folios of this level. Take a look; it's in a book!

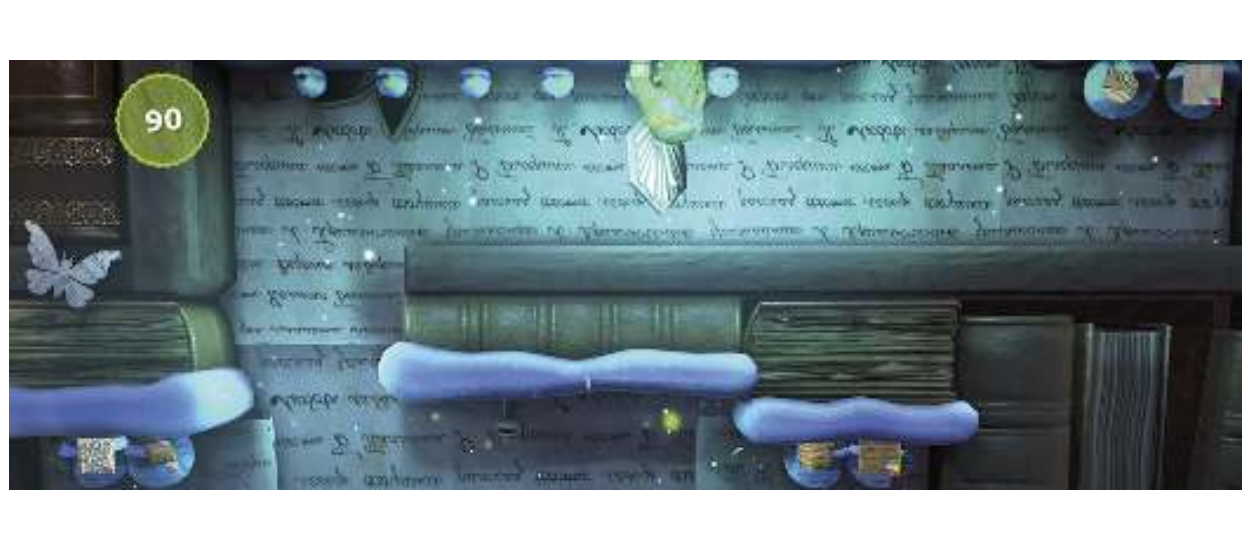


THINGS ARE LOOKING UP

Read Upside Down

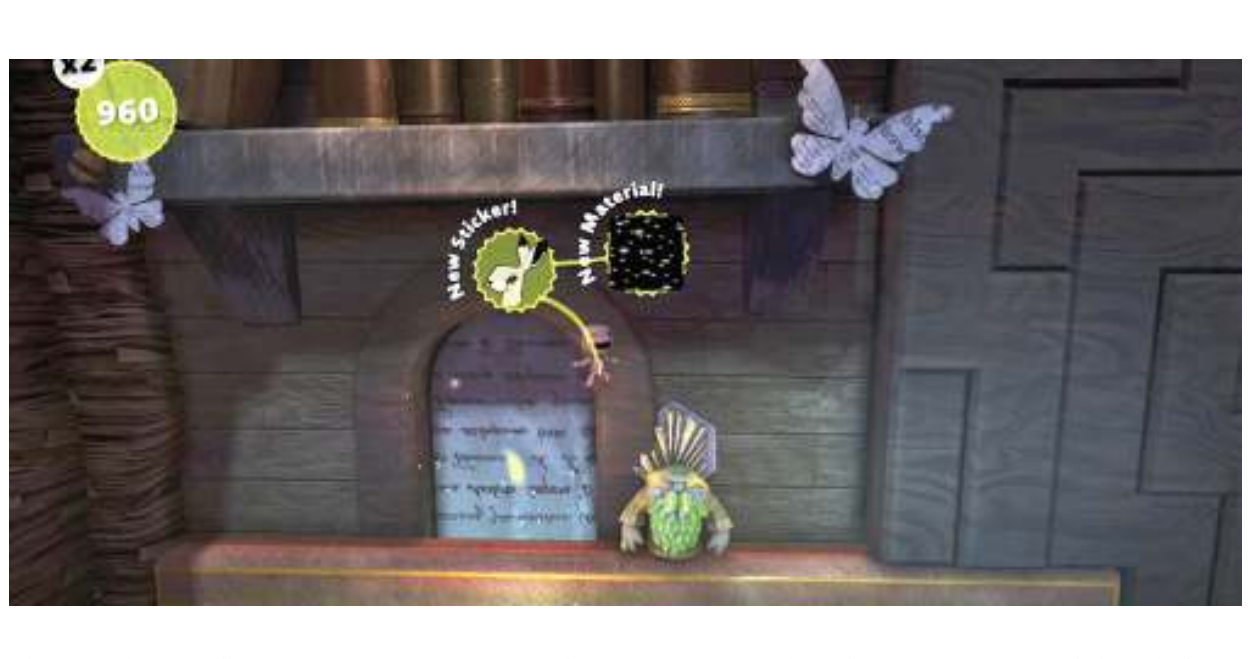
To explore the texts, your sack person must adopt a whole new perspective. Follow Papal Mache onto the Layer Launchers, and dive into the scrawled scripts of the folios.

Everything might be upside down, but left is still left and right is still right. Don't hesitate to pop the four Prize Bubbles, two on each side, to reap the **Bundled Documents Object**, **Stacked Paper Material**, **Leather Bound Book–Side Object**, and **Paper Cutouts Material**.

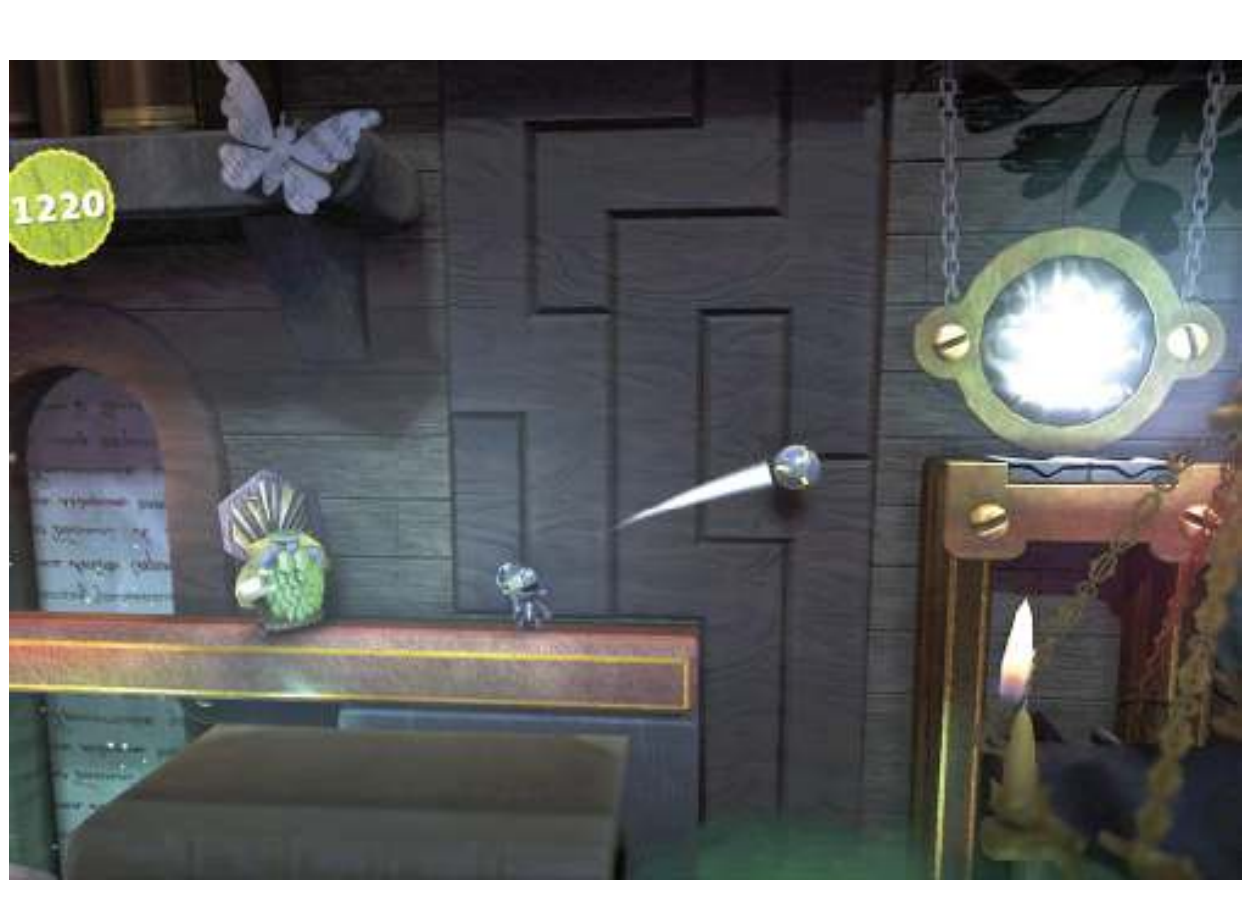


Drop up, and head to the right. Before dropping any higher, jump across the gap for the Prize Bubbles there bearing the **Frog Head Sticker** and **Creased Paper Material**.

After dropping, your sack person arrives at some normal gravity for a moment as two Prize Bubbles evaporate on contact, giving you the **Passing Stars Material** and **Hare Head Sticker**.



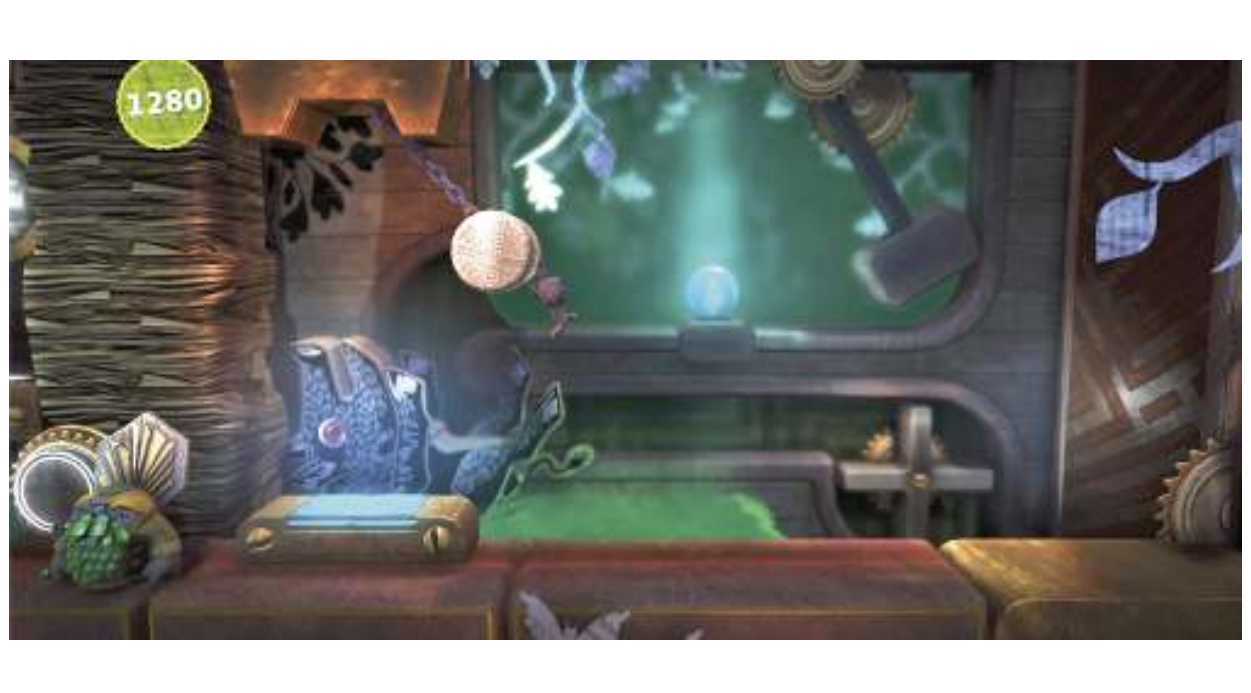
The puzzling wall pieces retract as your sack person approaches, but now, you need the Blink Ball to cross the chasm.



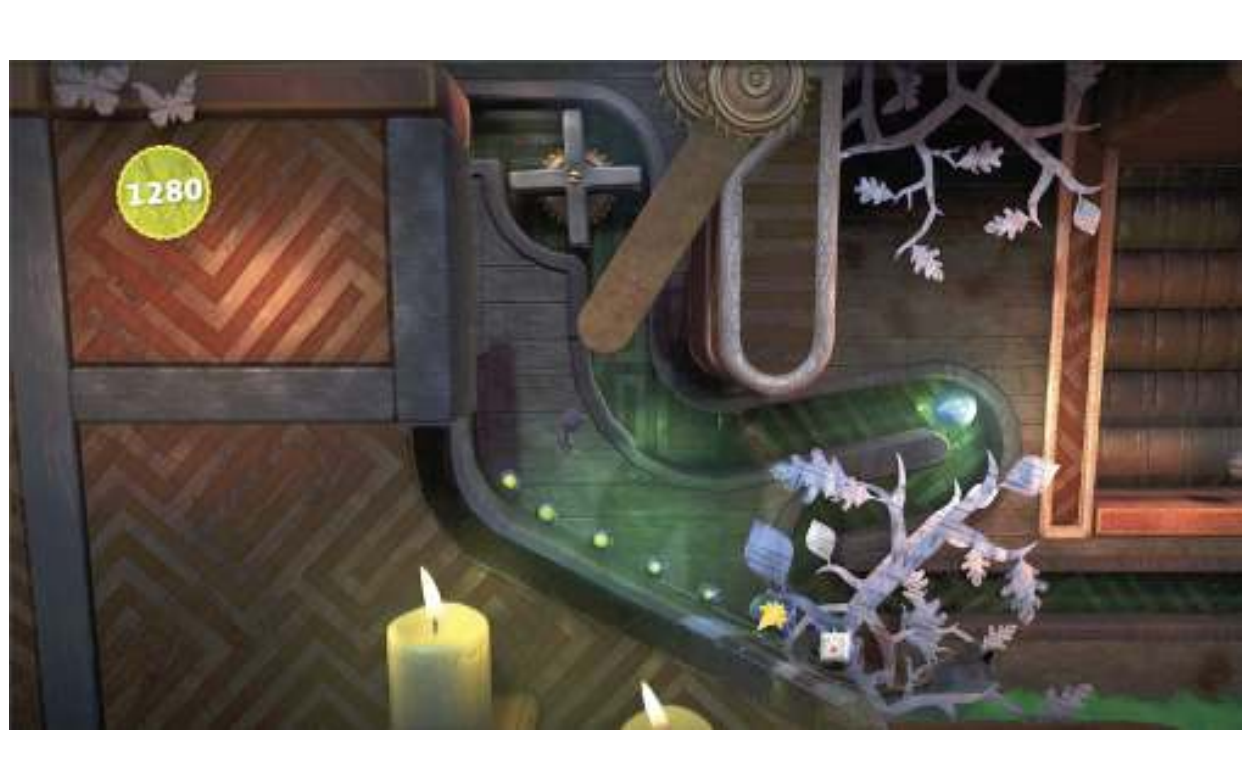
LOOSE MARBLES

Landing on Layer Launchers and flying forward, head to the next Checkpoint. Toggle's marble is tantalizingly close, visible in the background, but a long, twisty path lies ahead of it.

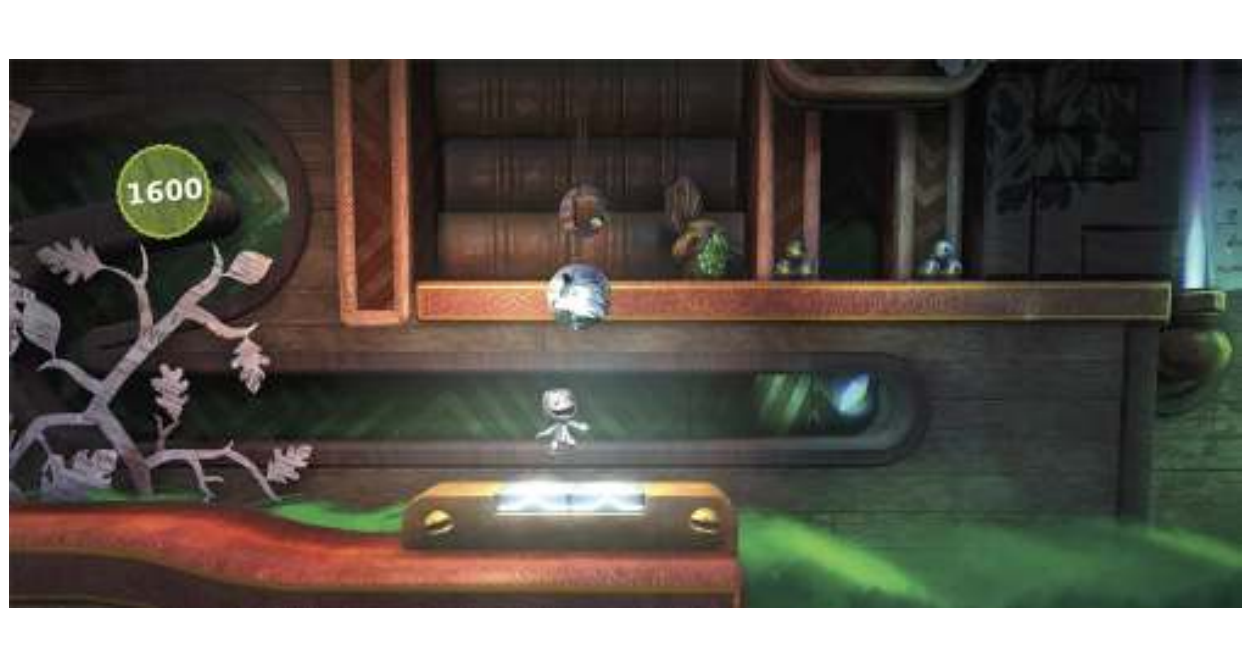
Start by knocking things into motion. Use the Blue Bounce Pad to reach the sponge attached to the chain. Dragging it down causes the hammer in the background to draw back. Let go of the sponge, and the hammer comes swinging down, slamming the marble into a series of tubes.



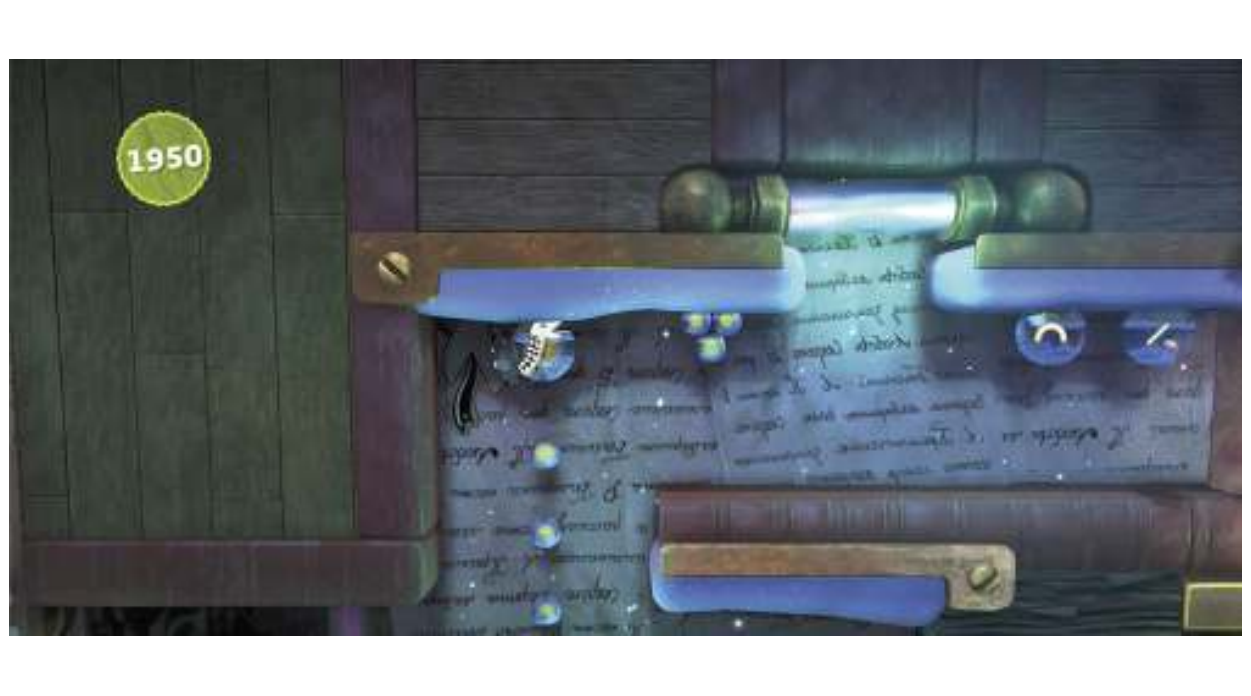
This opens up a gap to the right that your sack person can drop through, sliding through two Prize Bubbles and netting the **Gold Leaf Sticker** and **Floral Painted Wood Material**.



Take the Layer Launchers into the background, collecting the **Wolf Head Sticker** and **Leather Bound Book–Top Object** while moving through the air.

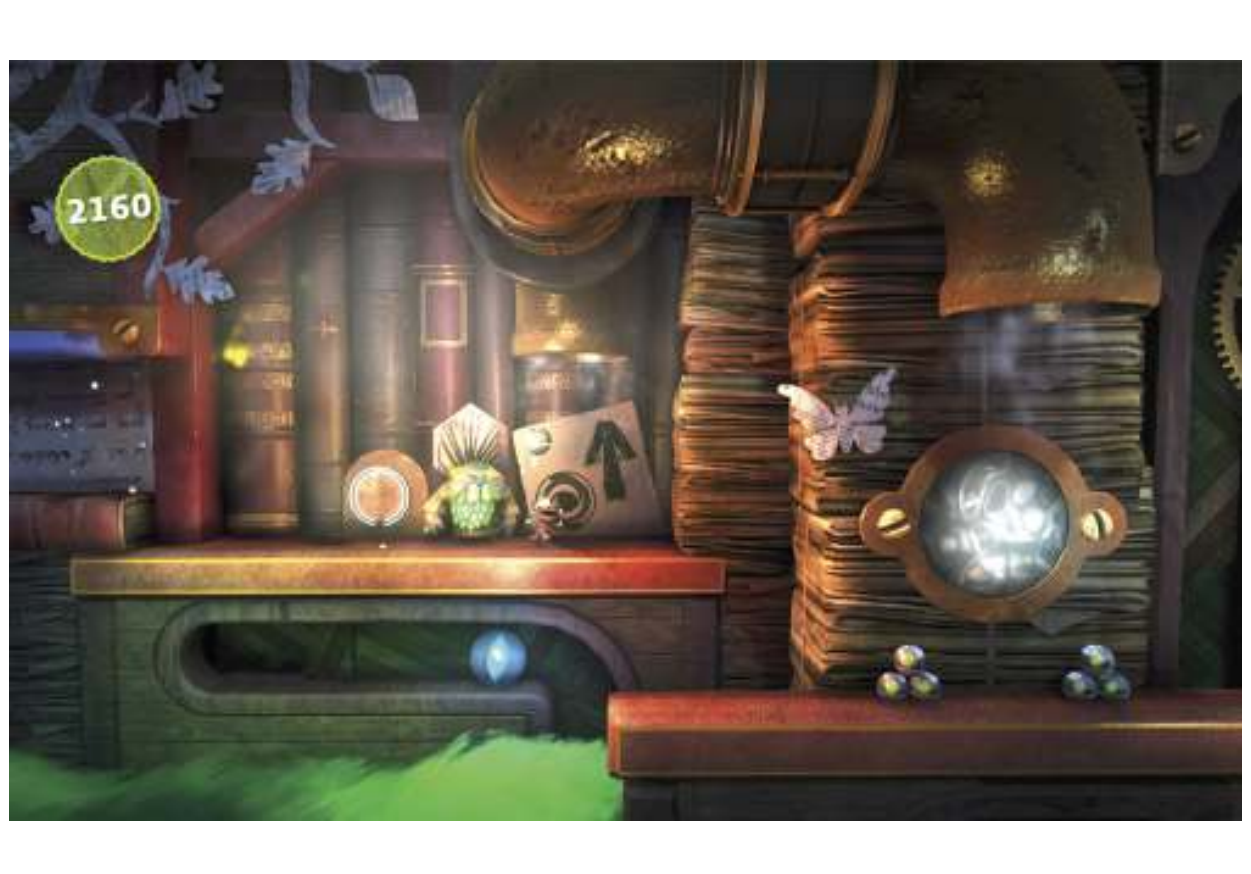


Next to the Checkpoint, use the Blink Ball to get past a scorching blue flame blocking the way. Drop up, and on the next level, pop all three Prize Bubbles for the **Snake Head Sticker**, **Brass-U-Bend Decoration**, and **Bronze Pipe–Medium Decoration**.



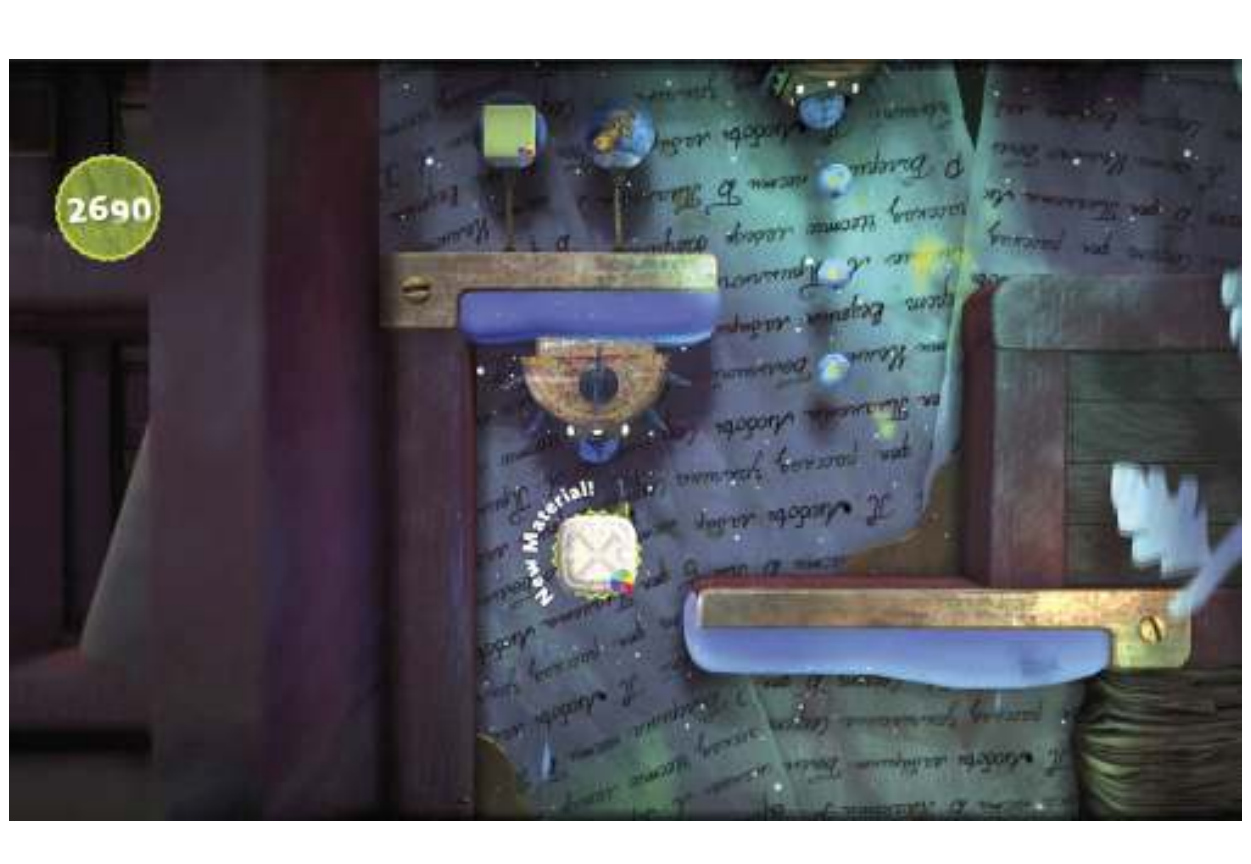
Tubular Travel

Take advantage of some sucking pneumatic tubes to shoot your Blink Ball through from the background into the foreground. The marble is stuck on an obstacle in the wall. Use the Blue Bounce Pads to grab the sponge and clear the path.



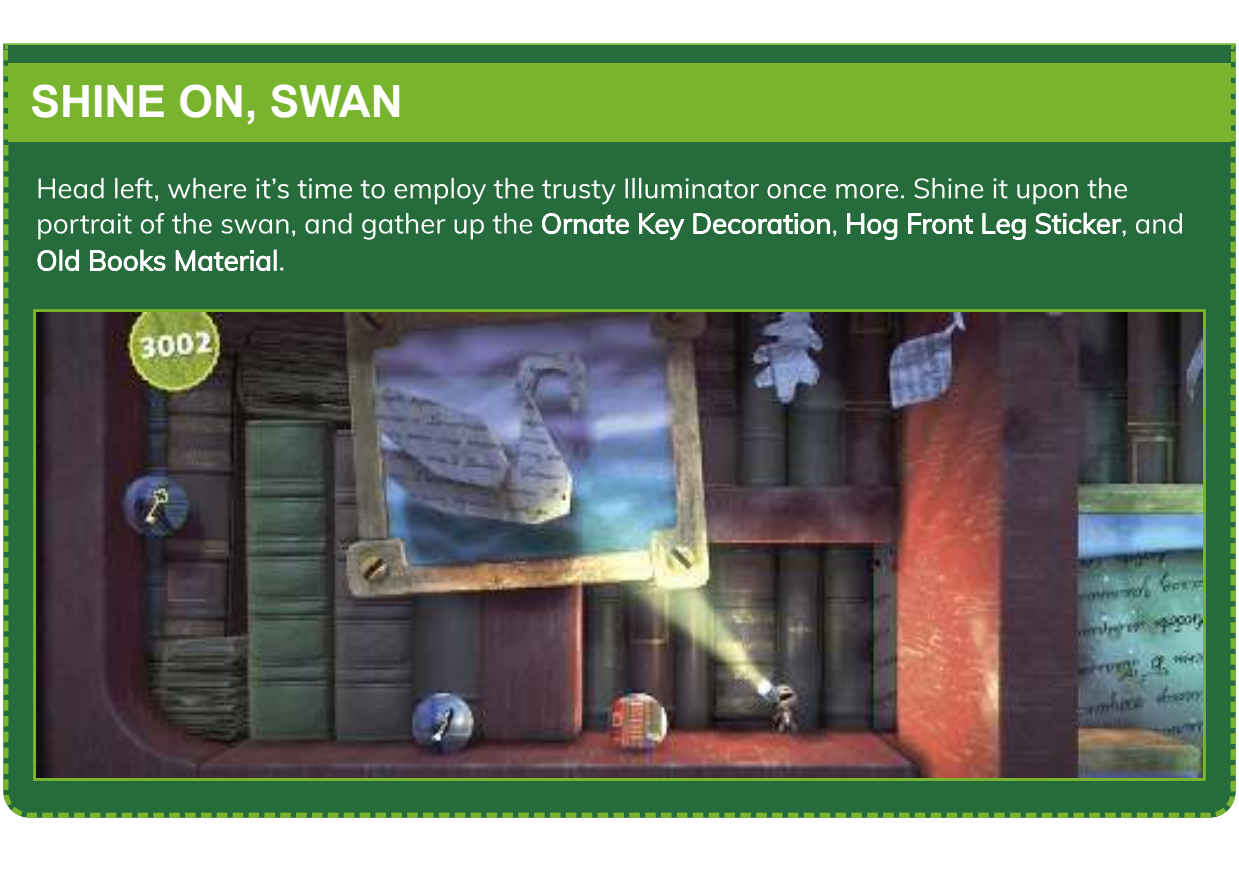
The marble's motion cranks the next needed platform into place. Its Layer Launchers send your sack person once again into the background pages.

Pop a Prize Bubble while dropping up and into the exposed creature brain of a spiked malcontent above. Take pride in the style with which you obtain the **Russian Lace Material**. Repeat the feat on the next enemy, leaving the coast clear to burst two more Prize Bubbles that surrender the **Gold Book Clasp Decoration** and **Painted Wood Material**.



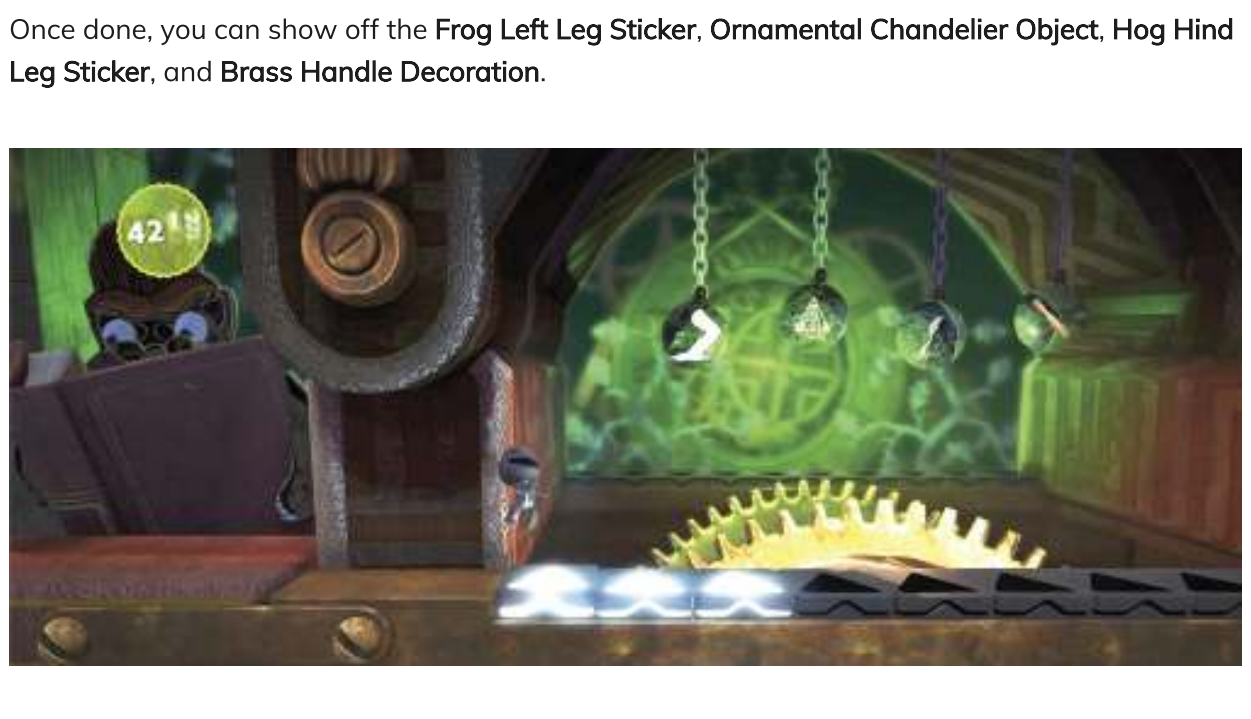
SHINE ON, SWAN

Head left, where it's time to employ the trusty Illuminator once more. Shine it upon the portrait of the swan, and gather up the **Ornate Key Decoration**, **Hog Front Leg Sticker**, and **Old Books Material**.



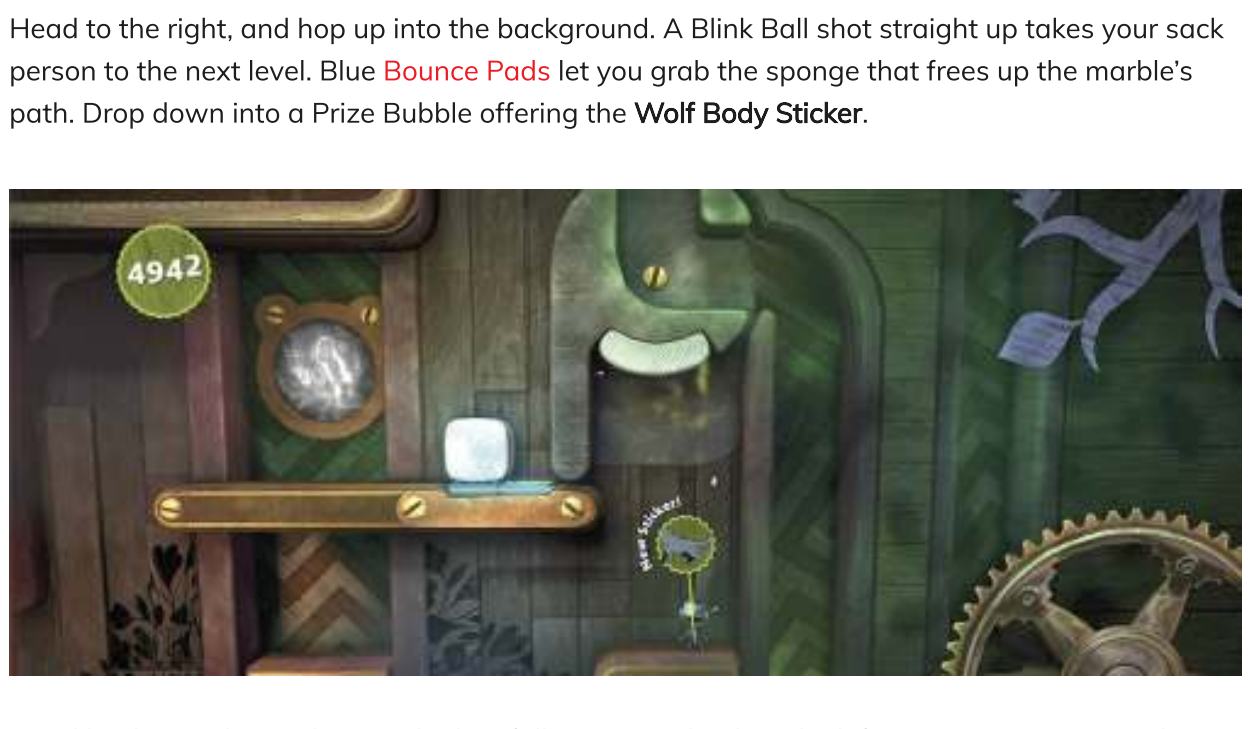
Take a Velociporter past a literate gorilla. Four Prize Bubbles sitting between layers here require you to wait for the front and back Layer Launchers to activate.

Once done, you can show off the **Frog Left Leg Sticker**, **Ornamental Chandelier Object**, **Hog Hind Leg Sticker**, and **Brass Handle Decoration**.

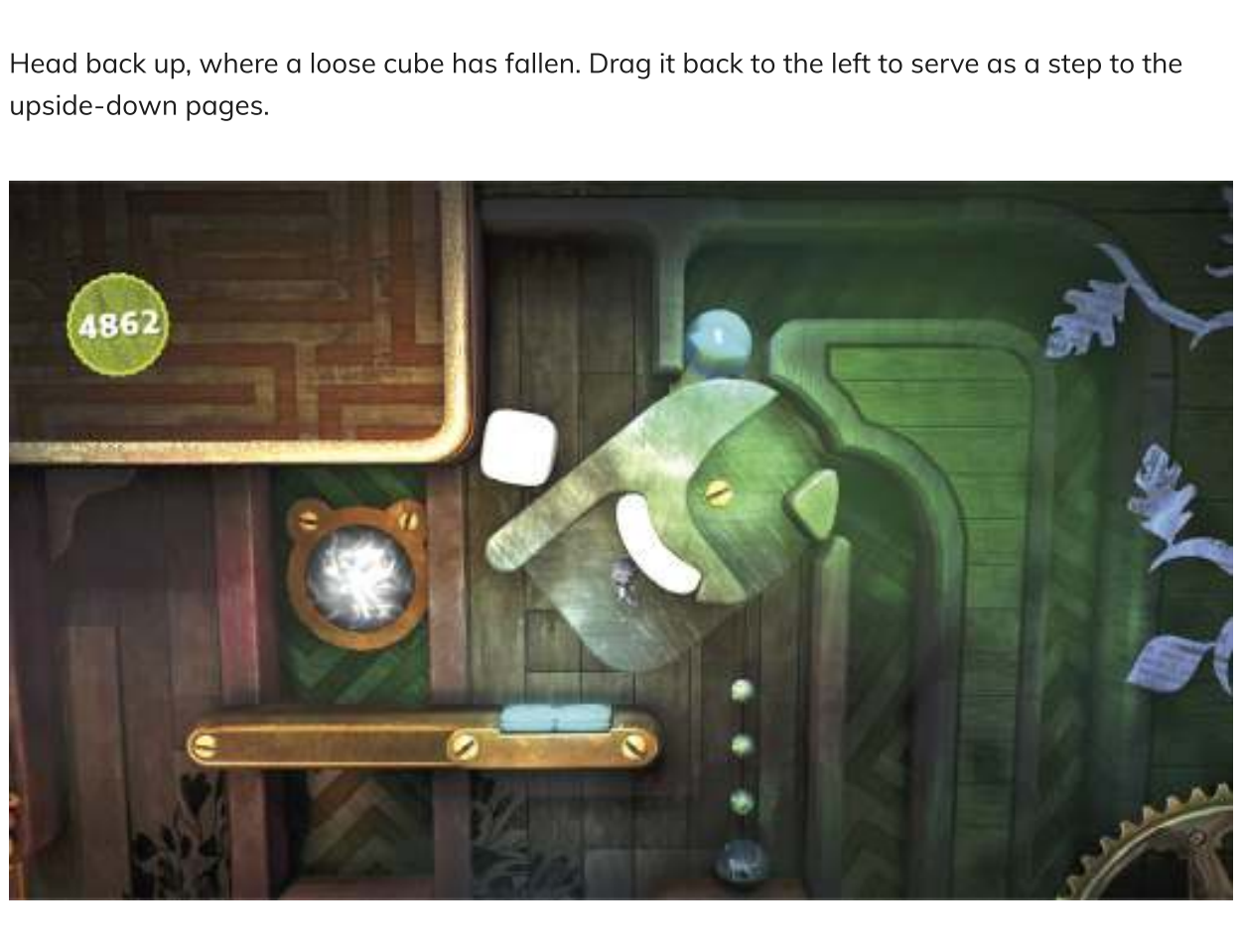


Pulling down the next sponge bit in the ceiling opens the passage to the marble and retracts a puzzling wall. From the next Checkpoint, shoot a Blink Ball through the tube to get where you need to be.

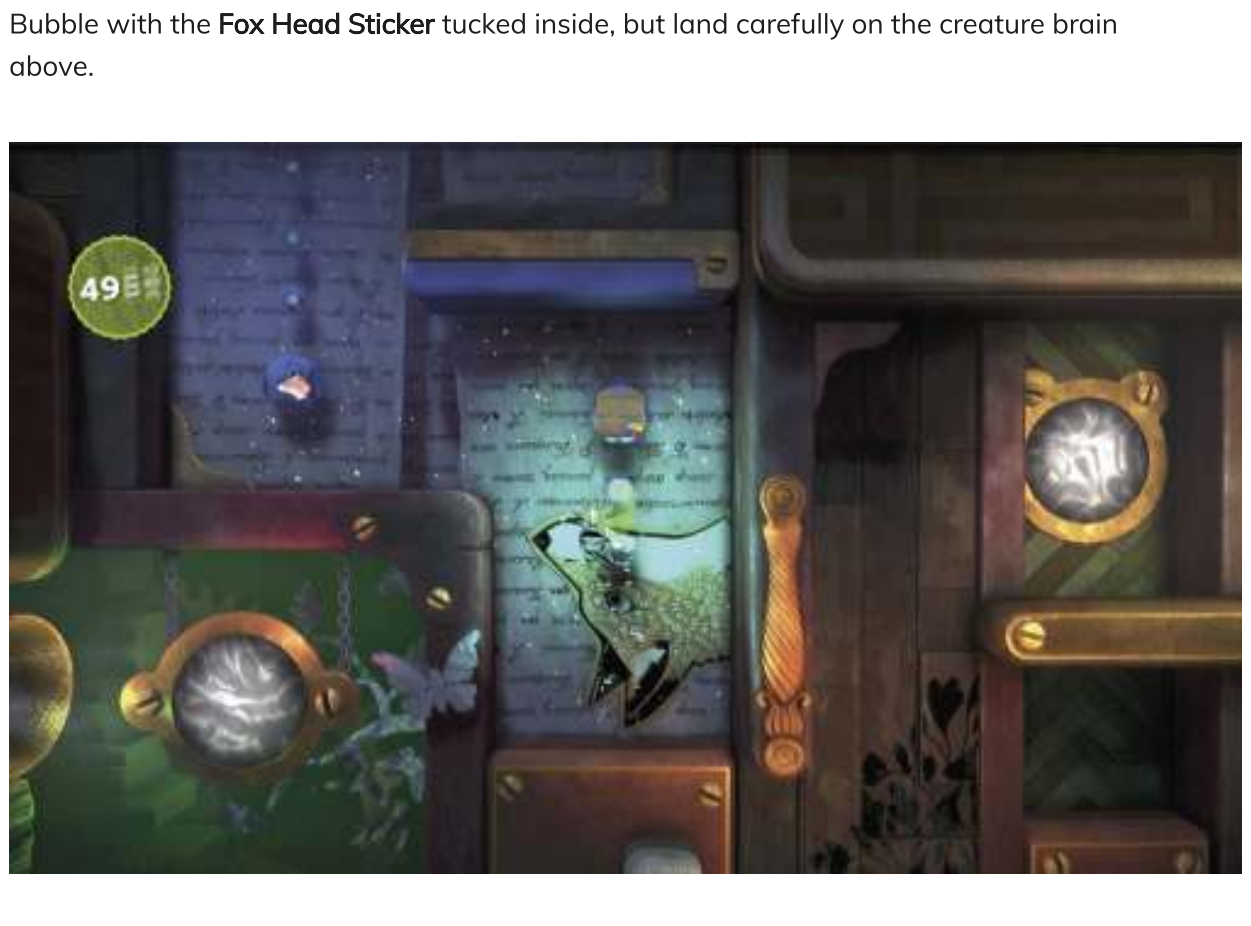
Head to the right, and hop up into the background. A Blink Ball shot straight up takes your sack person to the next level. Blue Bounce Pads let you grab the sponge that frees up the marble's path. Drop down into a Prize Bubble offering the **Wolf Body Sticker**.



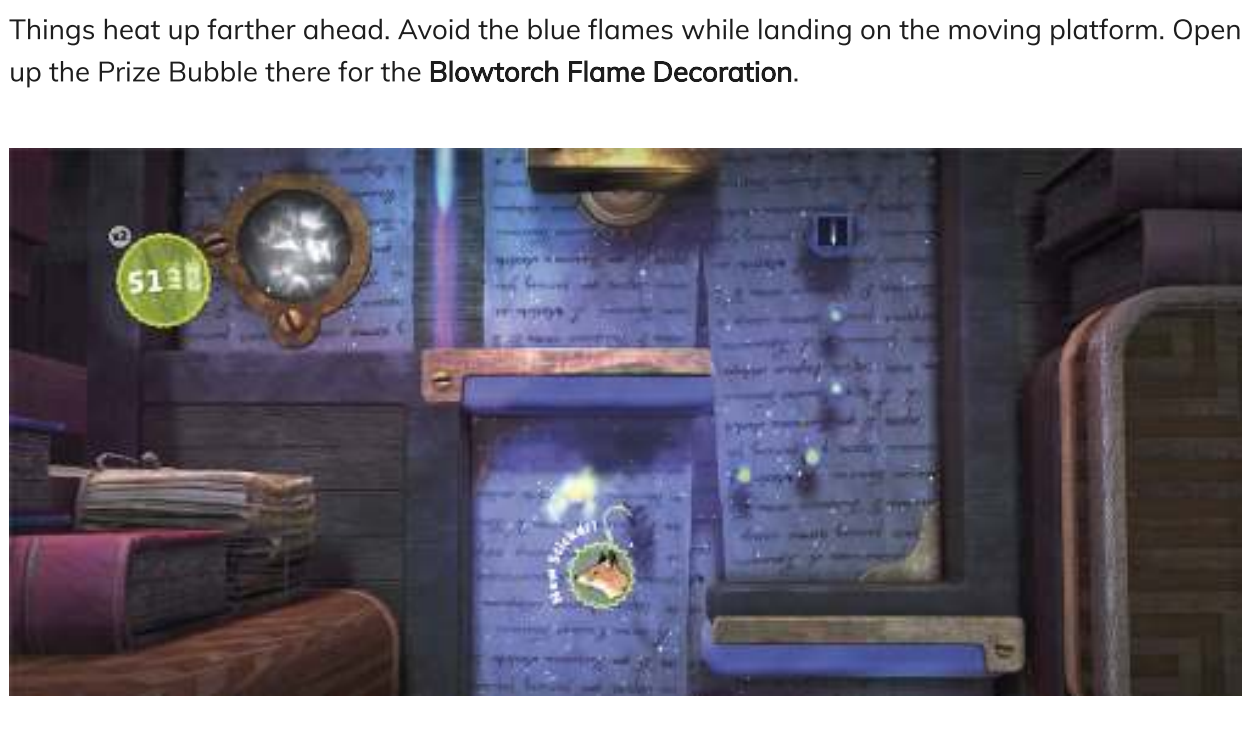
Head back up, where a loose cube has fallen. Drag it back to the left to serve as a step to the upside-down pages.



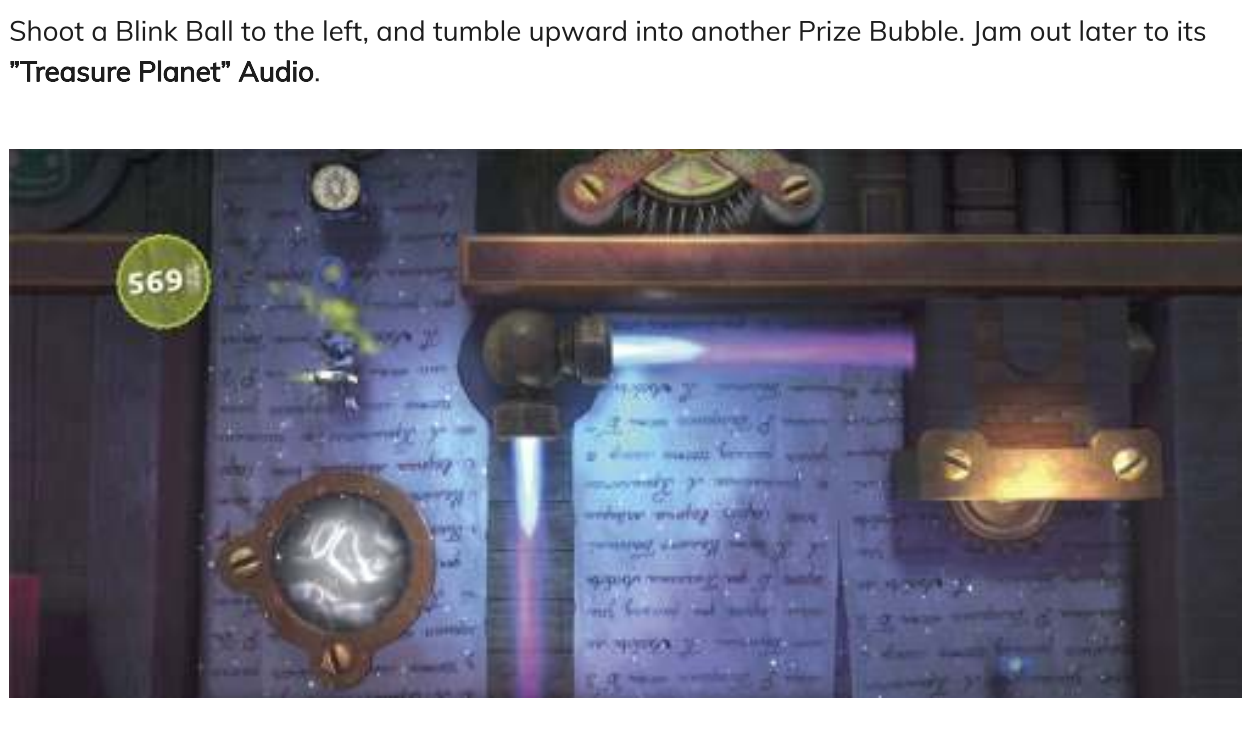
Fall up into the Prize Bubble holding onto the **Stage Floor Material**. To the left is another Prize Bubble with the **Fox Head Sticker** tucked inside, but land carefully on the creature brain above.



Things heat up farther ahead. Avoid the blue flames while landing on the moving platform. Open up the Prize Bubble there for the **Blowtorch Flame Decoration**.



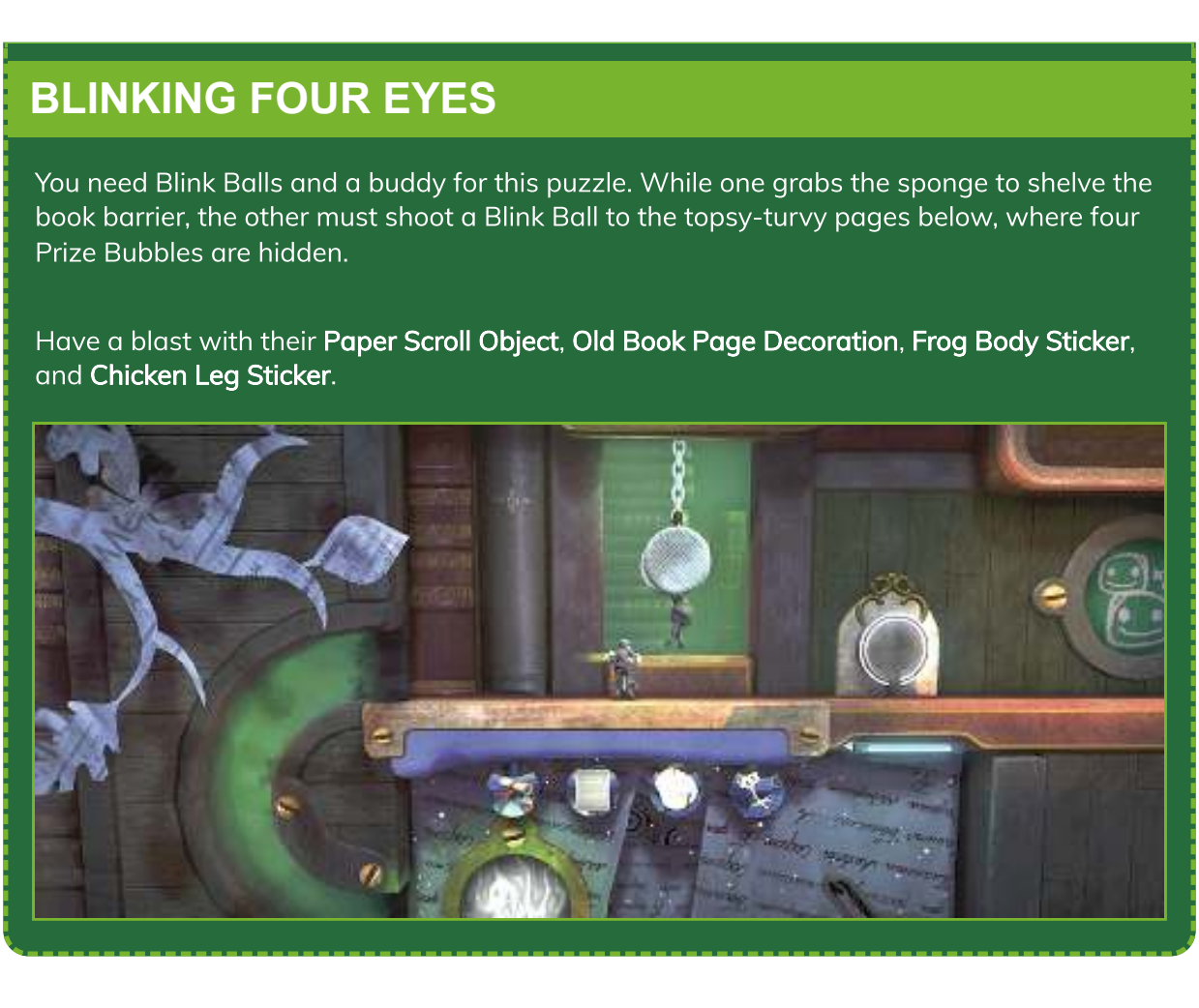
Shoot a Blink Ball to the left, and tumble upward into another Prize Bubble. Jam out later to its **"Treasure Planet" Audio**.



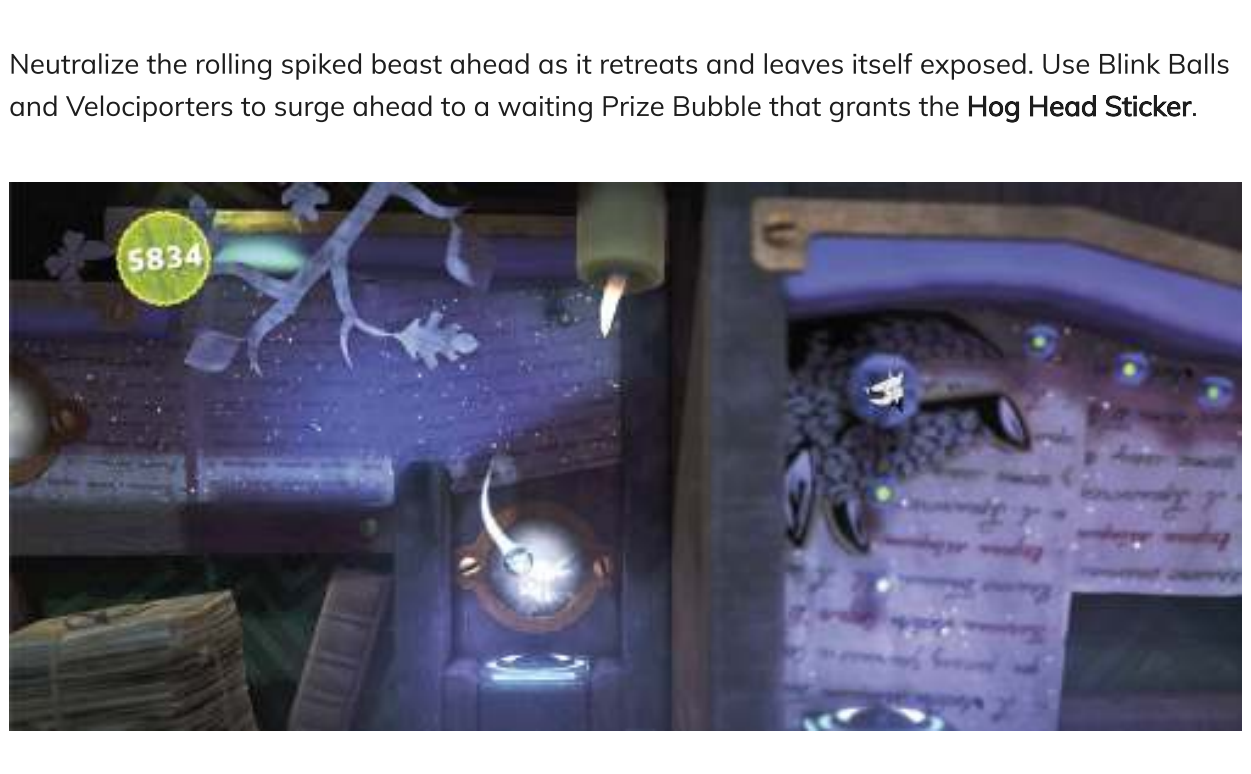
BLINKING FOUR EYES

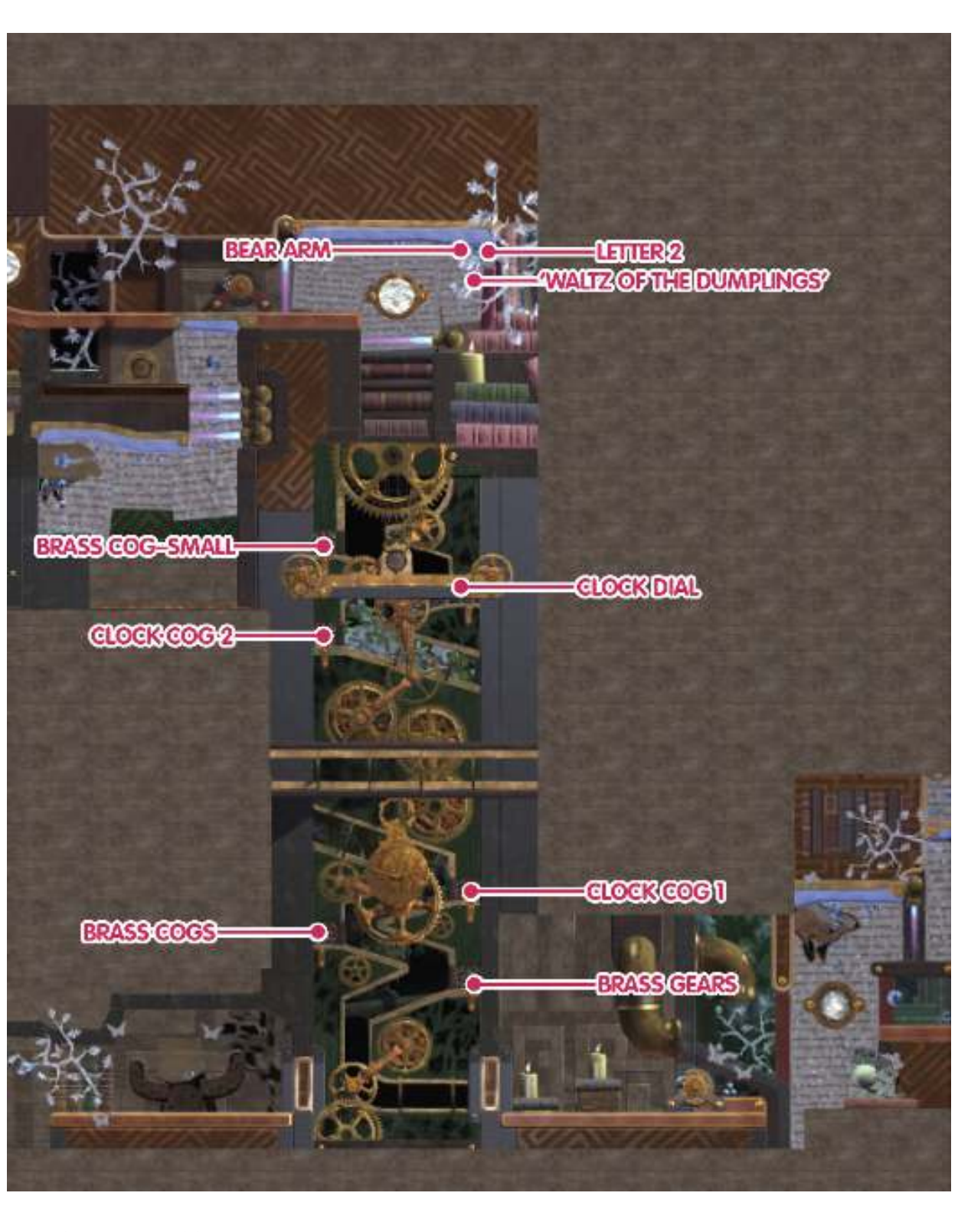
You need Blink Balls and a buddy for this puzzle. While one grabs the sponge to shelve the book barrier, the other must shoot a Blink Ball to the topsy-turvy pages below, where four Prize Bubbles are hidden.

Have a blast with their **Paper Scroll Object**, **Old Book Page Decoration**, **Frog Body Sticker**, and **Chicken Leg Sticker**.

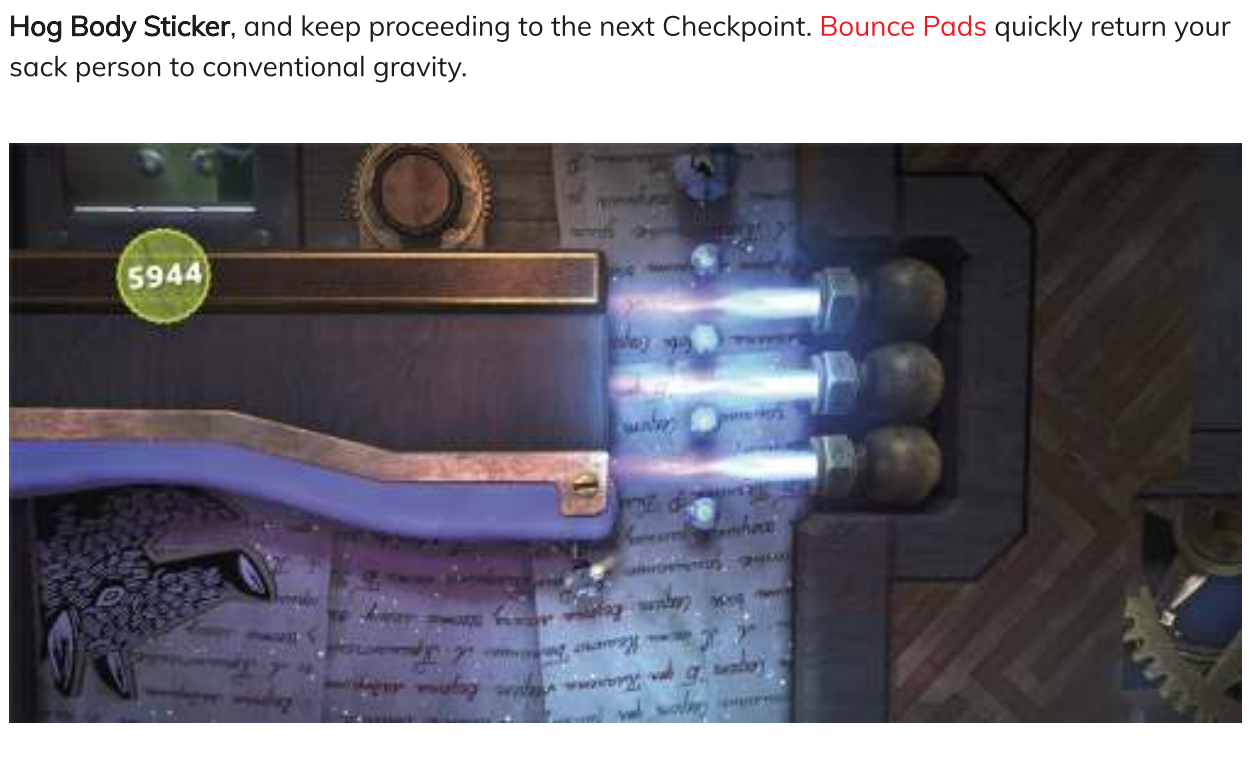


Neutralize the rolling spiked beast ahead as it retreats and leaves itself exposed. Use Blink Balls and Velociporters to surge ahead to a waiting Prize Bubble that grants the **Hog Head Sticker**.

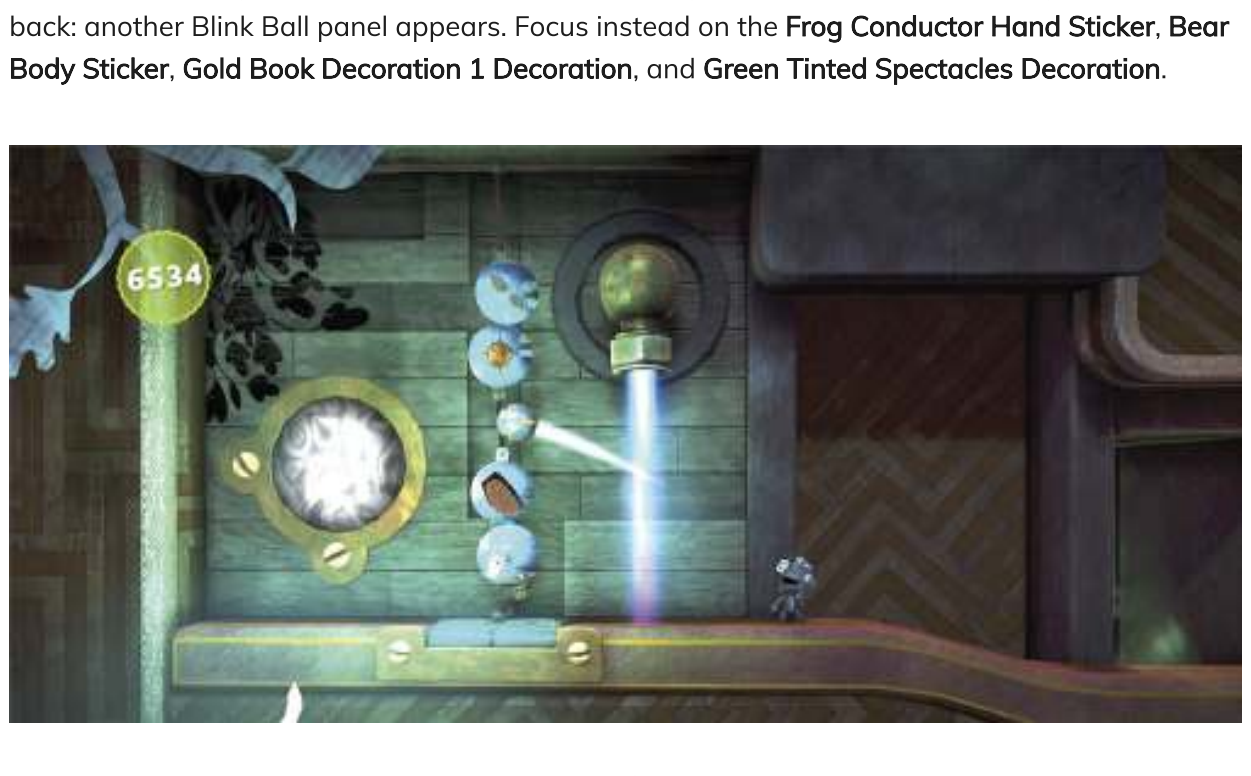




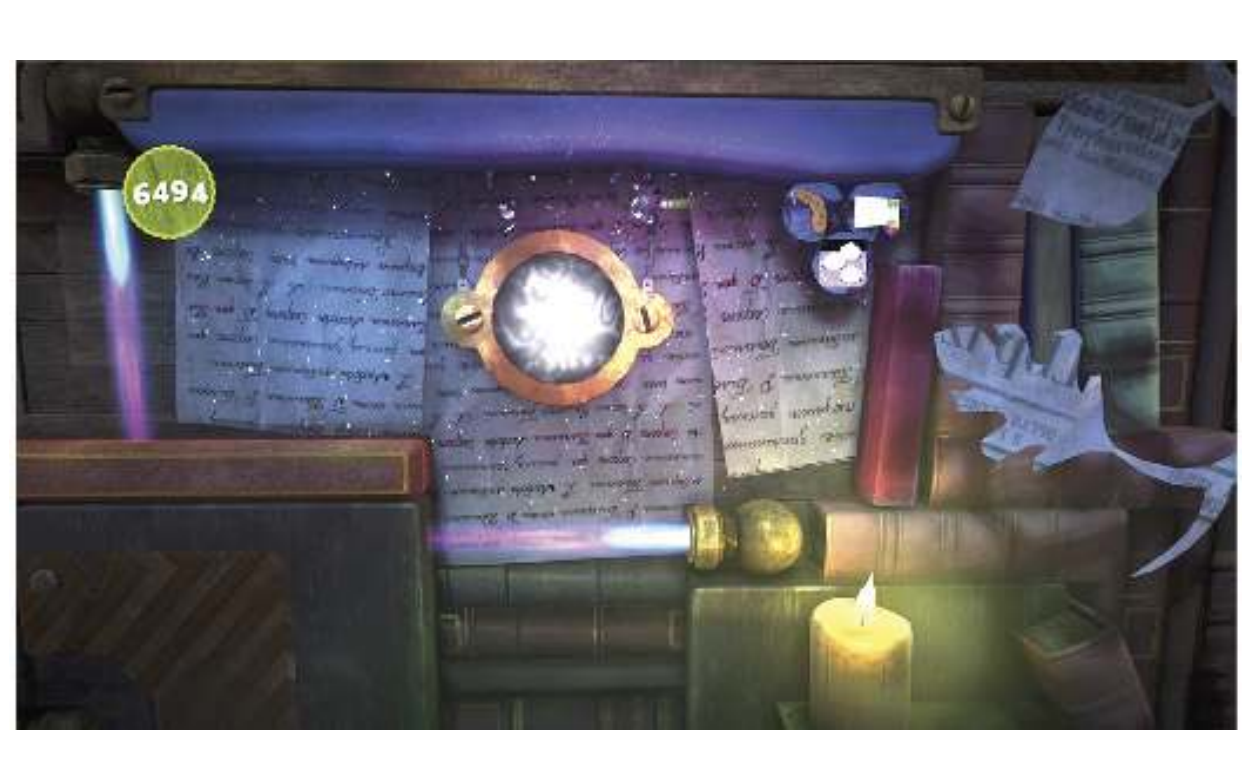
Wait for the trio of flames to briefly subside, and then drop up through a Prize Bubble. Free the **Hog Body Sticker**, and keep proceeding to the next Checkpoint. Bounce Pads quickly return your sack person to conventional gravity.



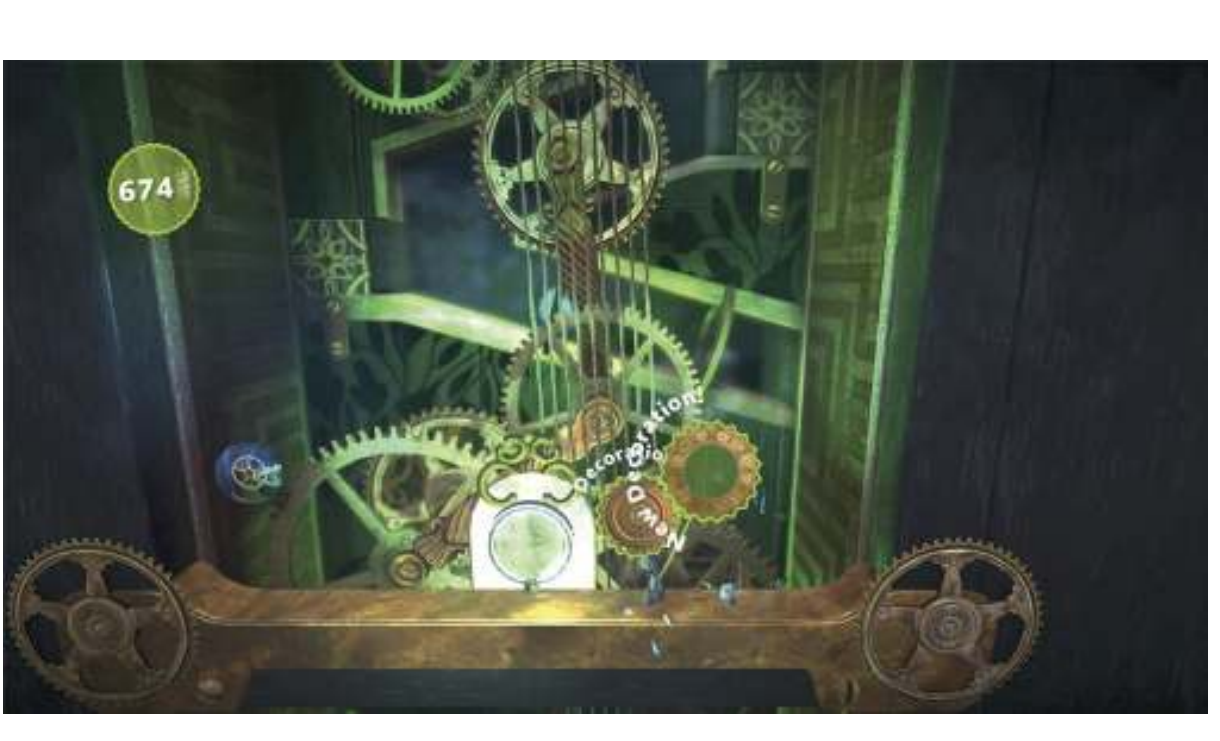
Duck in to the left. Four Prize Bubbles hang on the other side of an impassable flame. To Blink Ball over to them, you must aim the Blink Ball precisely between them. Don't worry about getting back: another Blink Ball panel appears. Focus instead on the **Frog Conductor Hand Sticker**, **Bear Body Sticker**, **Gold Book Decoration 1 Decoration**, and **Green Tinted Spectacles Decoration**.

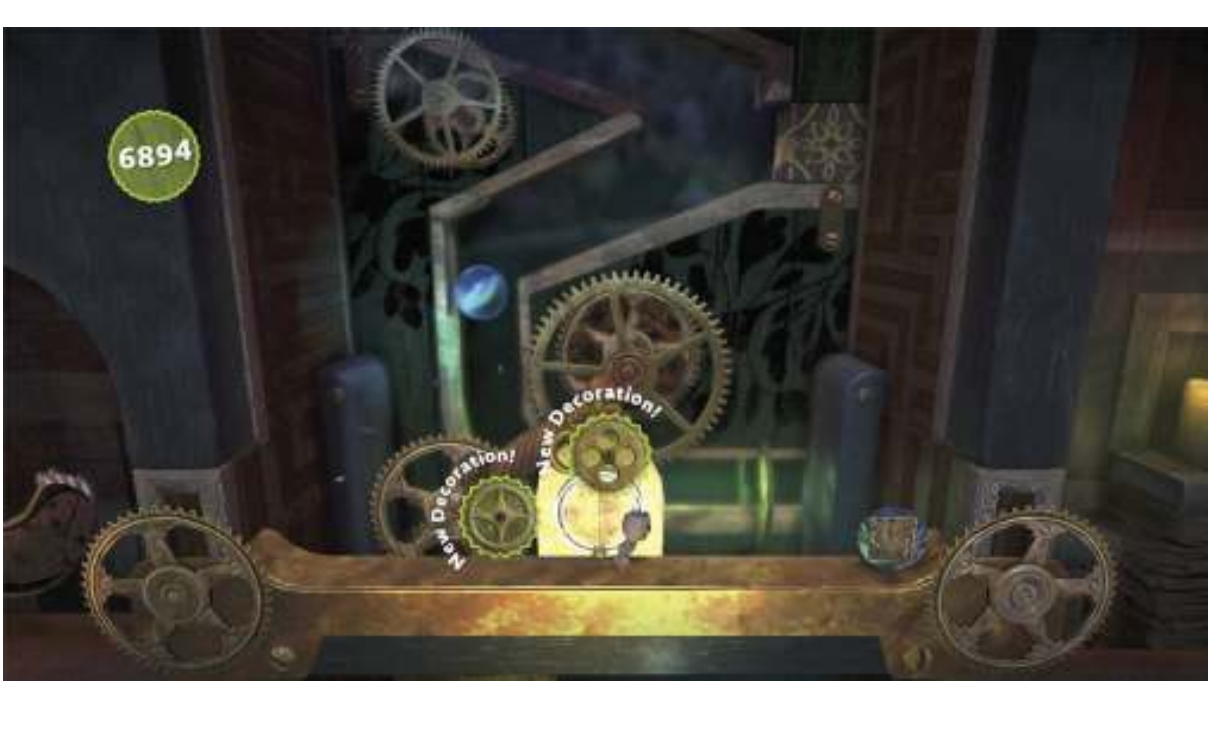


Head back to the right, and Blink Ball past more flames. Don't miss the Prize Bubble triplets in the corner that offer the **Bear Arm Sticker**, **Letter 2 Decoration**, and **"Waltz of the Dumplings" Audio** .



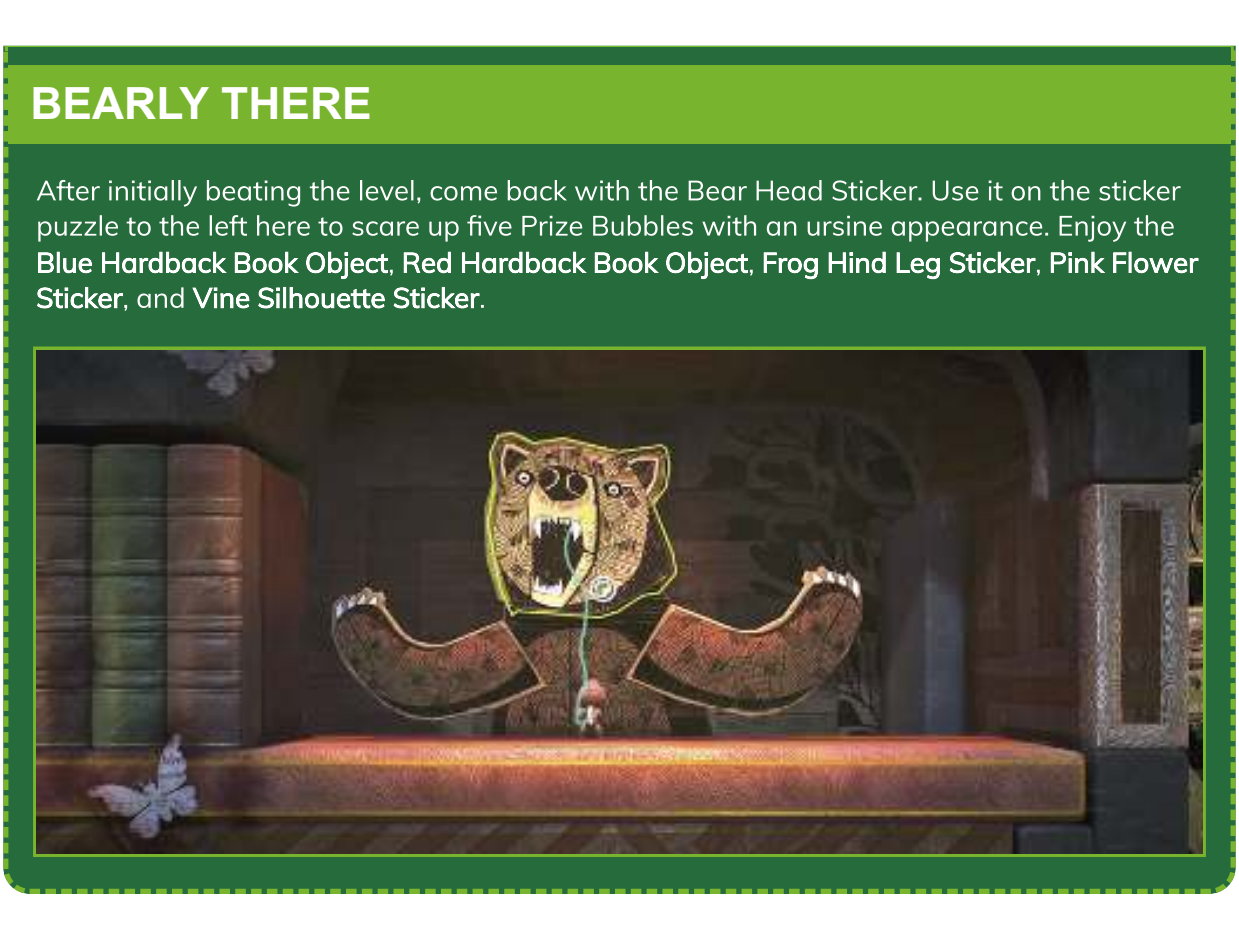
Once the panel is past the flame, Blink Ball downward, and return to where up is up! The book your sack person lands on pulls back, leading to a modest drop. As the gears start cranking, your sack person is gifted with a multitude of Prize Bubbles while the platform moves through **Brass Cog–Small Decoration**, **Clock Dial Decoration**, **Clock Cog 2 Decoration**, **Clock Cog 1 Decoration**, **Brass Cogs Decoration**, and **Brass Gears Material**.





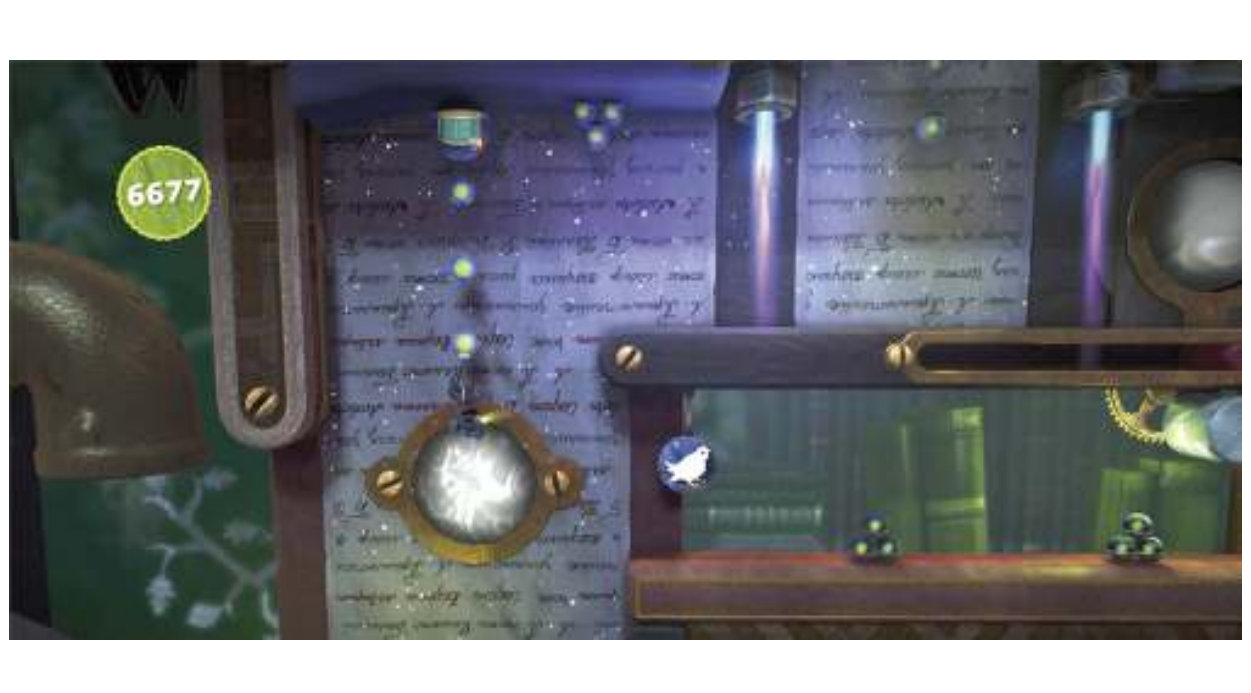
BEARLY THERE

After initially beating the level, come back with the Bear Head Sticker. Use it on the sticker puzzle to the left here to scare up five Prize Bubbles with an ursine appearance. Enjoy the **Blue Hardback Book Object**, **Red Hardback Book Object**, **Frog Hind Leg Sticker**, **Pink Flower Sticker**, and **Vine Silhouette Sticker**.

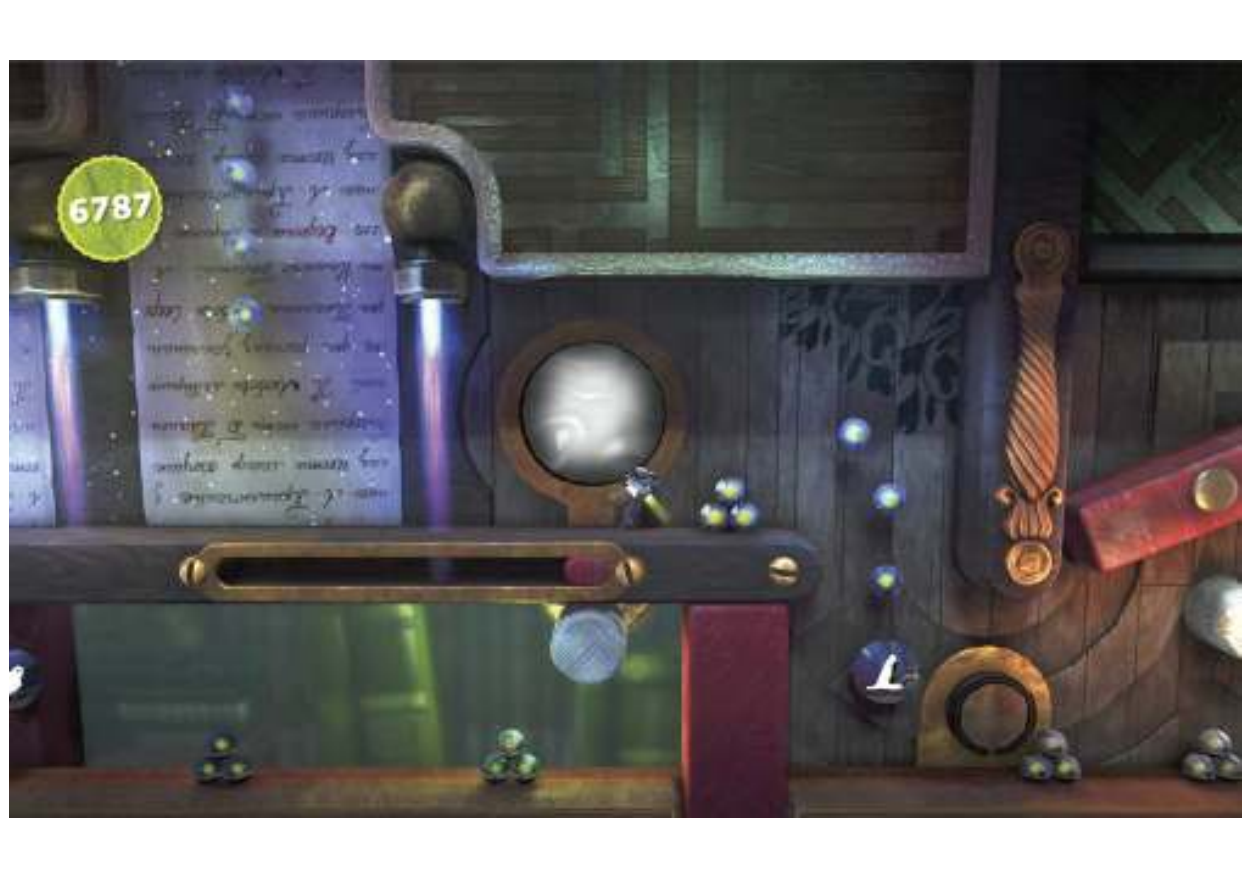


After taking out the roving sentry, hop up to where your Blink Ball can get sucked into the tubes.

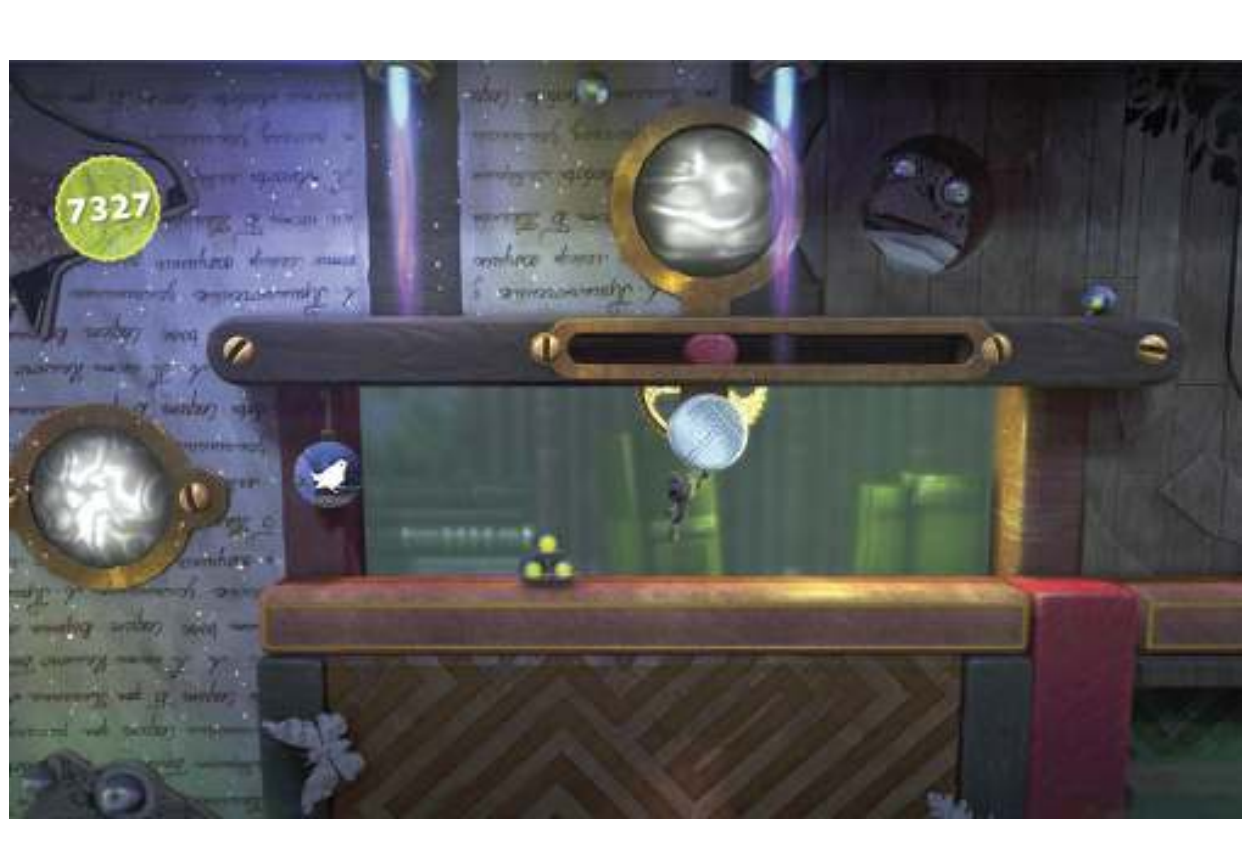
Appearing in the background, land upward in the page's margins to pop a Prize Bubble holding onto the **Snare Drum Decoration**.



Blink Ball to the right, past blue flames. With normal gravity, arrive at the next Checkpoint, where a Prize Bubble is waiting to give you the **Frog Right Leg Sticker**.

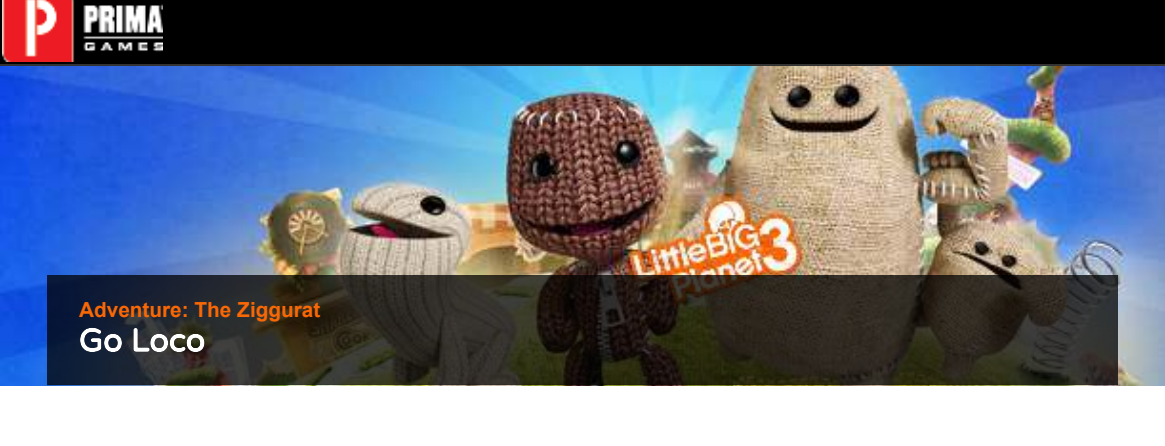


Pull a bit of sponge to nudge the marble back on its way. The passage opening to the left lets you reposition the Blink Ball panel between the flames. Before using it to fall farther up, pop the Prize Bubble for the **Bird Silhouette Sticker**.



THE LAST CHAPTER

From the Blink Ball panel, your sack person tumbles up, gets turned right-side up, flies off Layer Launchers, and arrives in a solemn chamber reserved for only the most important writings. Take the Layer Launchers into the background, and use the Blink Ball to appear between the flames. Use the reversed gravity to press the platform up and finally kick loose Toggle's marble. Now, that's a good story!


LittleBIGPlanet 3

Adventure: The Ziggurat

Go Loco

Prize Bubble Pick-Ups

☑ STICKERS
TRAIN PORTER ARM
TRAIN PORTER BODY
TRAIN PORTER DOLL
TRAIN NUMBER 9
TRAIN NUMBER 8
SMALL FLAME
BYZANTINE CLOUD
MATRYOSHKA FEMALE FACE
ZIGGURAT FLOWER PATTERN
STYLISED MOUSTACHE
TRAIN PORTER BAG
LETTER-BACK
PARCEL
MINER FACE
MINER VEST
ZIGGURAT PATTERN 1
LETTER-FRONT
WHITE CLOUD
TRAIN PORTER HAT
ZIGGURAT STAR
ZIGGURAT TRAIN
TRAIN NUMBER 6
NIKOLAI-COMPOSER

☑ OBJECTS
ZIGGURAT TOWER TOP 1
MATRYOSHKA DOLL-BOTTOM
MATRYOSHKA DOLL-TOP
BRASS TUBE-STRAIGHT

☑ AUDIO
"STEAM PUNK'D"
"BON VOYAGE"
"SUMMER BREEZE"

☑ MATERIALS
DENTED METAL
METAL SCALES
STITCHED LEATHER
INLAID WOOD
RED & GREEN SQUARES
TRAIN METAL-BLACK
TRAIN METAL-GREEN

☑ DECORATIONS
STEAM WHISTLE 2
LIGHT FLARE
GREEN FUR
LUMP OF COAL
CARVED WING
PAPER TOWEL CLOUD
GLOWING COAL
TRAIN BUFFER CUSHING
TRAIN BUFFER HOUSING
DIVING HELMET PIECE 3
STEAM WHISTLE 1
CARDBOARD BOX 2
ORANGE SPARKS
BAMBOO PIECE
BRONZE PISTON
BRASS PORTHOLE
BRASS JET BURNER

☑ COSTUMES
CHINESE DRAGON BODY
CHINESE DRAGON HIND LEGS
CHINESE DRAGON FRONT
CHINESE DRAGON SKIN
CHINESE DRAGON HEAD

Level Complete Gifts

☑ STICKERS
ZIGGURAT HAMMER

☑ PRIZE
SHORT BRASS PIPE

☑ MATERIAL
RIVETED STEEL

Collected All Gifts

☑ PRIZES
SMOKING PIPE
BRASS WING NUT

☑ PRIZES
BRASS TUBE-T-SECTION

Aced Level Gifts

☑ MATERIAL
SCRAGGLY FUR

☑ PRIZES
GOLDEN WING
THRUSTER FLAME

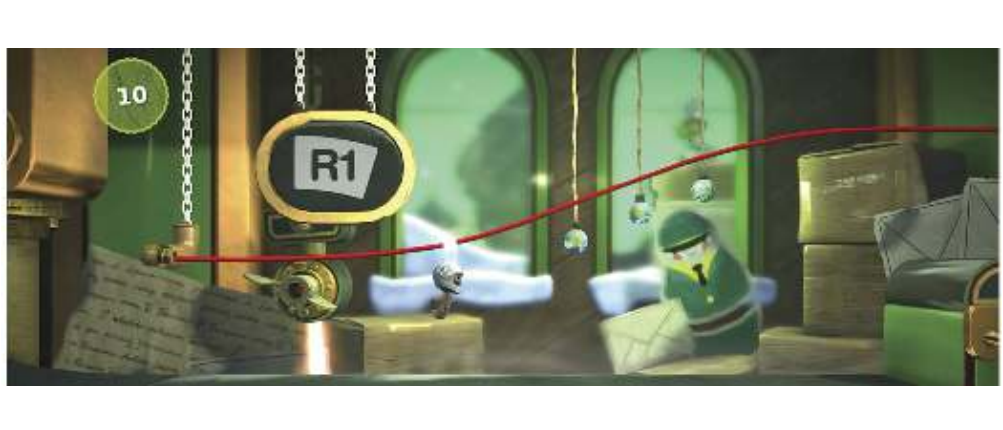
Rockets are all the rage around the Ziggurat, as they're considered a common and reliable form of transportation.

ROCKET RIDE RENDEZVOUS

Playing Hook-y!

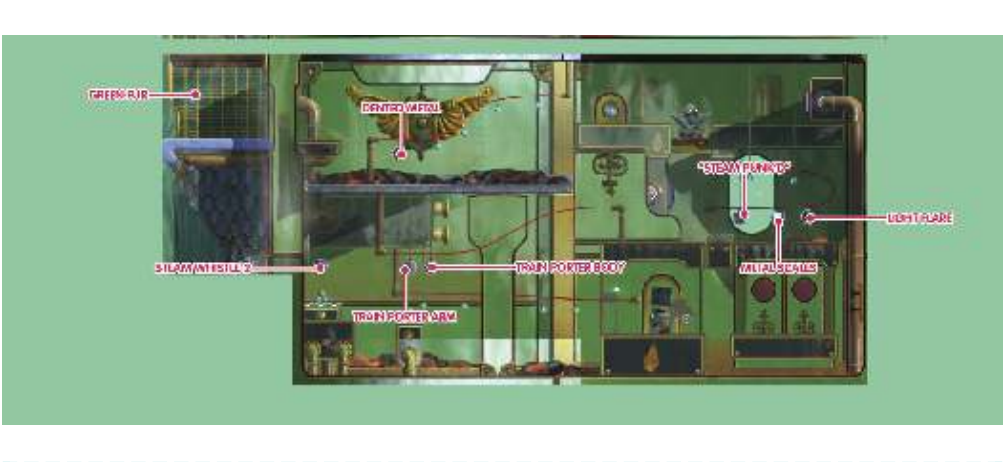
The next scheduled rocket launch is coming up soon, and your sack person had better get going to catch it. Papal Mache thinks a Hook Hat is just what's needed to get there in a hurry. In his absentmindedness, however, he thinks he only has a basket to offer.

No matter what you call it, your sack person can run through the power-up and equip the Hook Hat from the Sackpocket. Now you can glide along like a dream wherever rails are present. Hold R1, and the Hook Hat automatically latches onto a rail that's close enough.



While hooked onto a rail, your sack person can still jump and transition between neighboring rails. Try it out!

The next Checkpoint is located in the rail-mounted car leading into the rocket.


GREEN FUR
DENTED METAL
"STEAM PUNK'D"
LIGHT FLARE
STEAM WHISTLE 2
TRAIN PORTER BODY
METAL SCALES
TRAIN PORTER ARM

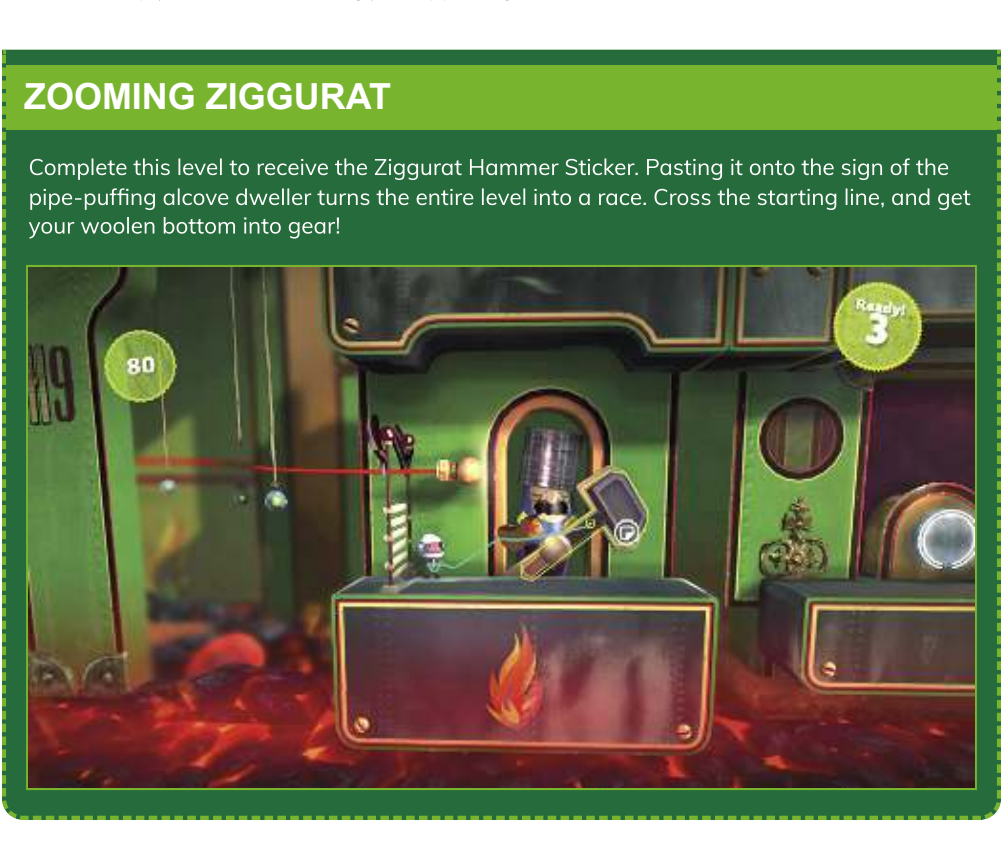
RISING IN THE ROCKET

Trails of Rails

Your sack person is whisked off to the bottom level of the rocket. Ahead, many more red rails await, so keep your Hook Hat snugly strapped tight.

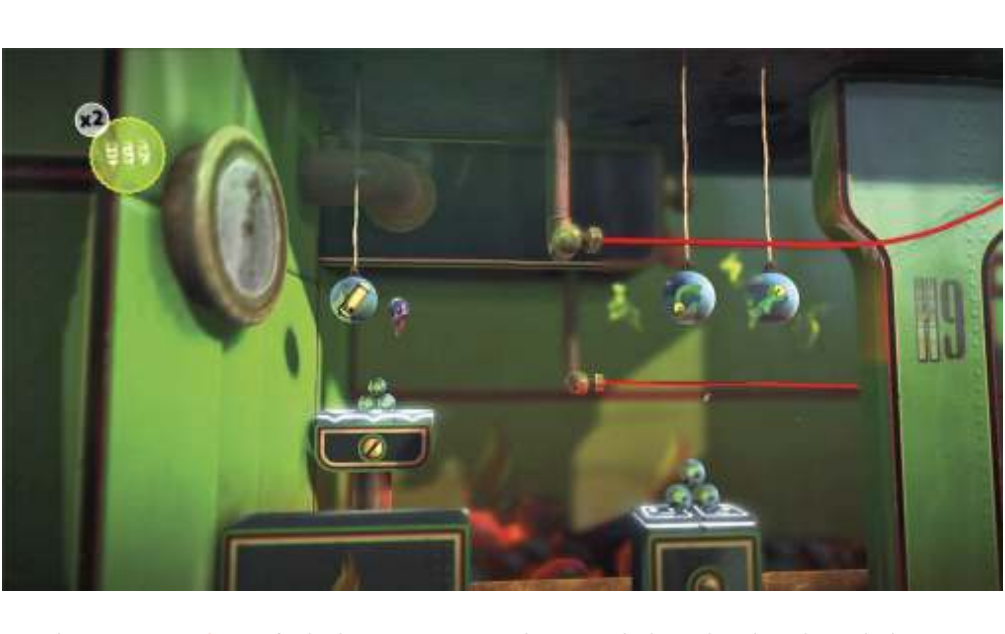
ZOOMING ZIGGURAT

Complete this level to receive the Ziggurat Hammer Sticker. Pasting it onto the sign of the pipe-puffing alcove dweller turns the entire level into a race. Cross the starting line, and get your woolen bottom into gear!

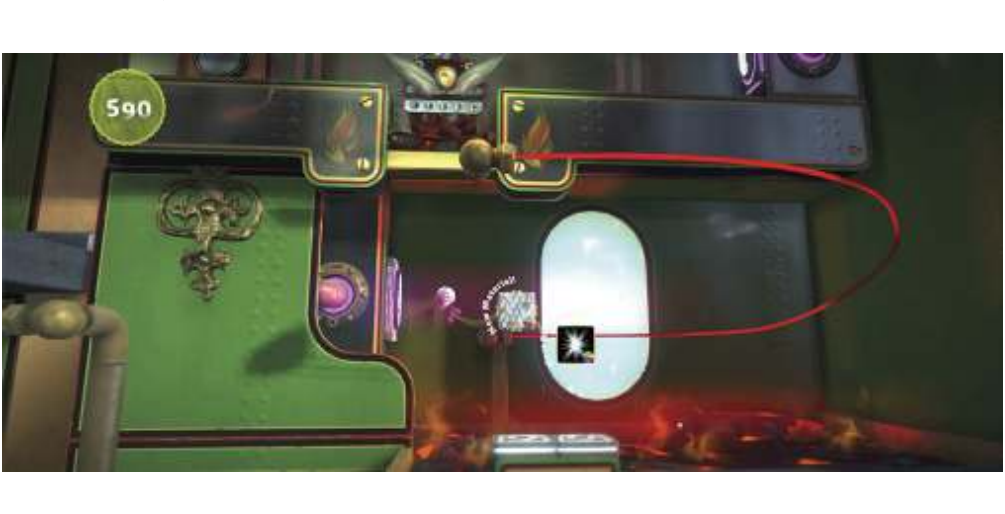


Ride the red rail to the left, and leap from it onto the Layer Launchers. They send your sack person forward through the **Steam Whistle 2 Decoration** Prize Bubble.

Jump onto the Bounce Pads to the right to reach a pair of Prize Bubbles offering the **Train Porter Arm Sticker** and **Train Porter Body Sticker**.



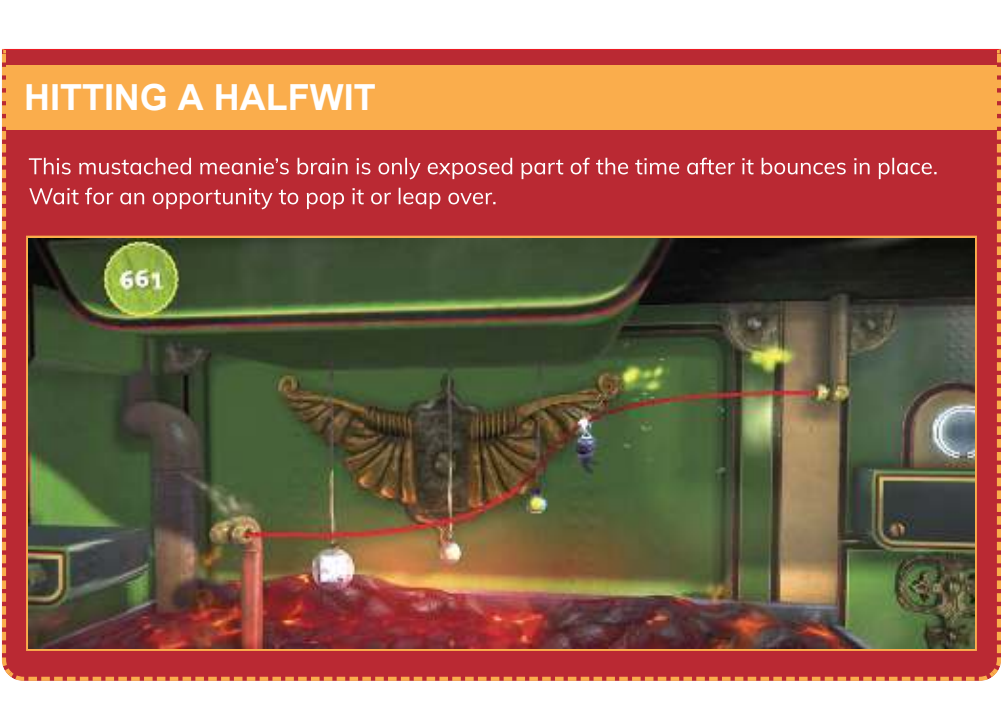
Use the Bounce Pads you find when continuing right to reach the rail. Ride it through the background, also passing through Prize Bubbles bursting with the **Light Flare Decoration**, **Metal Scales Material**, and **"Steam Punk'd" Audio**.



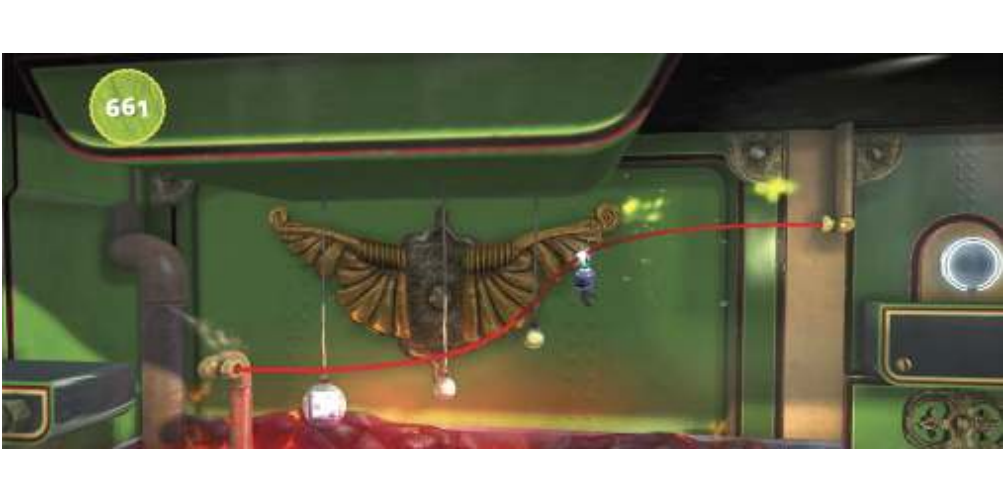
Your sack person is flung through Velociporters to wind up facing a seemingly sentient bit of coal blocking the way.

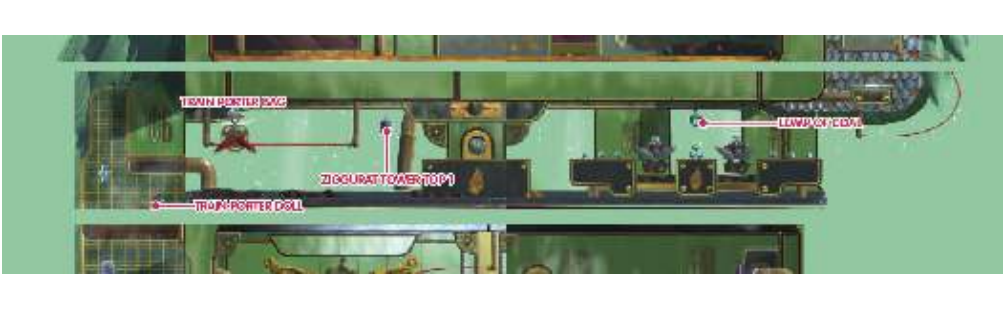
HITTING A HALFWIT

This mustached meanie's brain is only exposed part of the time after it bounces in place. Wait for an opportunity to pop it or leap over.



Keep going, and take the next rail over the hot coals and through a Prize Bubble bearing the **Dented Metal Material**.

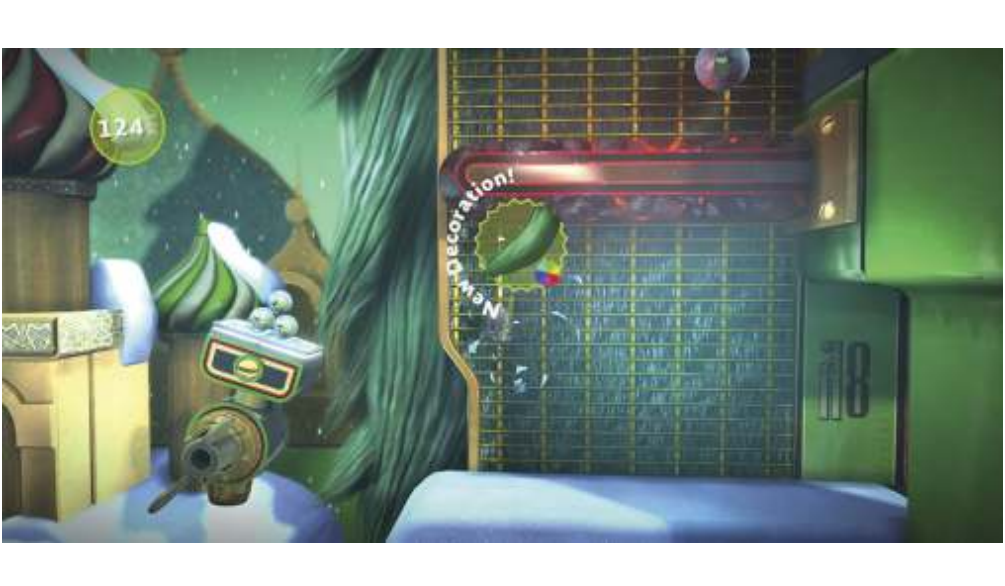



TRAIN PORTER BAG
LUMP OF COAL
ZIGGURAT TOWER TOP 1
TRAIN PORTER DOLL

Outsider's Perspective

To go any higher, your sack person must step outside. Even as the rocket soars through the air, the wind whipping past, your sack person still maintains balance. Climb up the gold metal fencing to reach a Prize Bubble that surrenders the **Green Fur Decoration**.

From there, leap left to the Bounce Pads to fly over the coals and to the next climbable stretch. Just to the right is the **Train Porter Doll Sticker**.

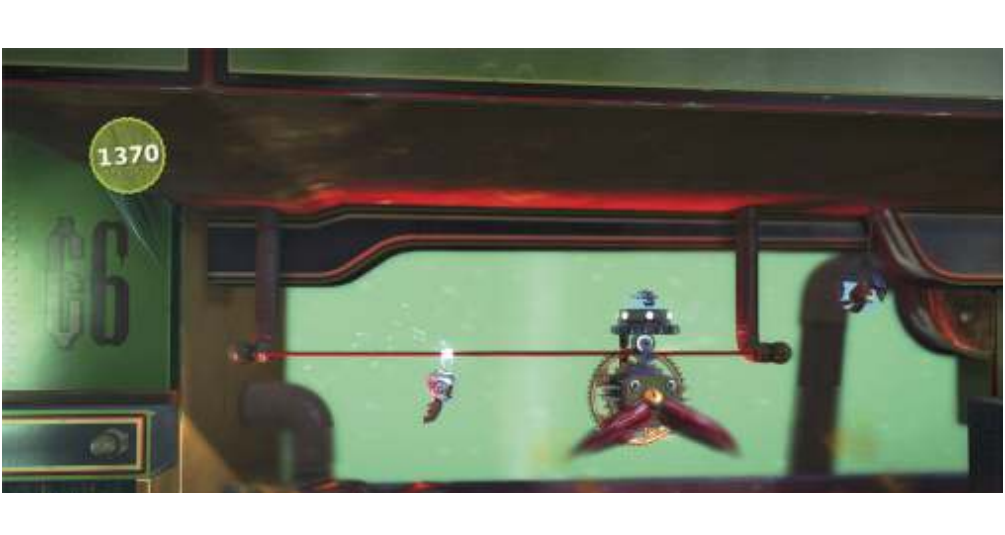

124
New Decoration!

Reach the next platform, and prepare to head back inside. The passageway ahead is covered in glowing hot coals. Hold R1 for dear life to ensure that your sack person never separates from the rails here.

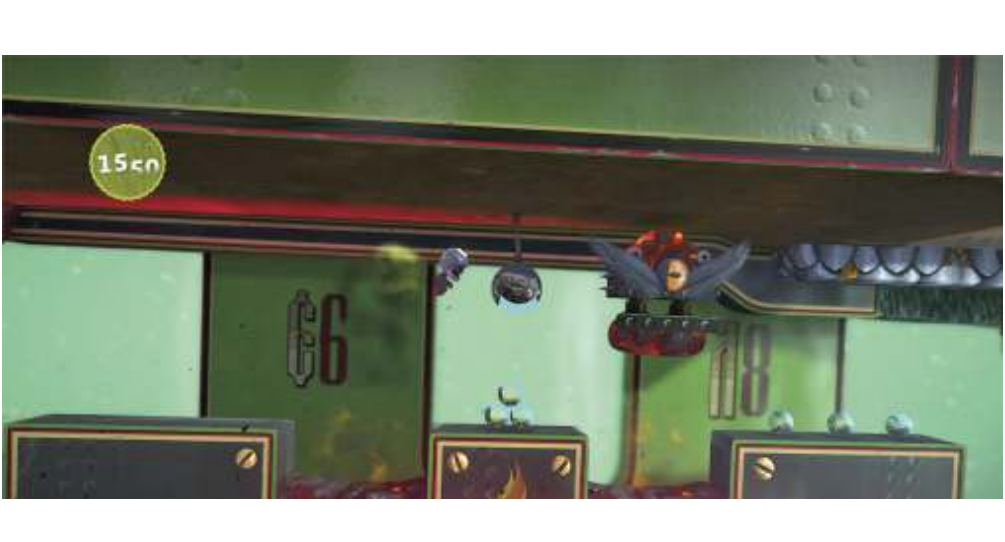
STOMP THE 'STACHE

There's something about guarding rockets that attracts mustachioed folks. The creature patrolling the red rail here has spiked sides you must avoid at all costs. Slide toward it, and then jump at the last second to pop its brain.

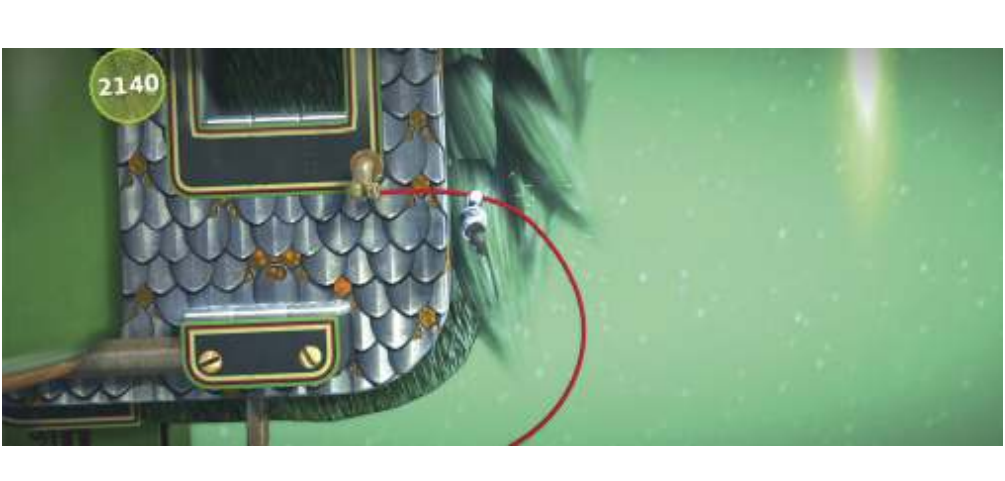
Jump back onto solid ground at the next Checkpoint, moving through a Prize Bubble giving up the **Ziggurat Tower Top 1 Object**.

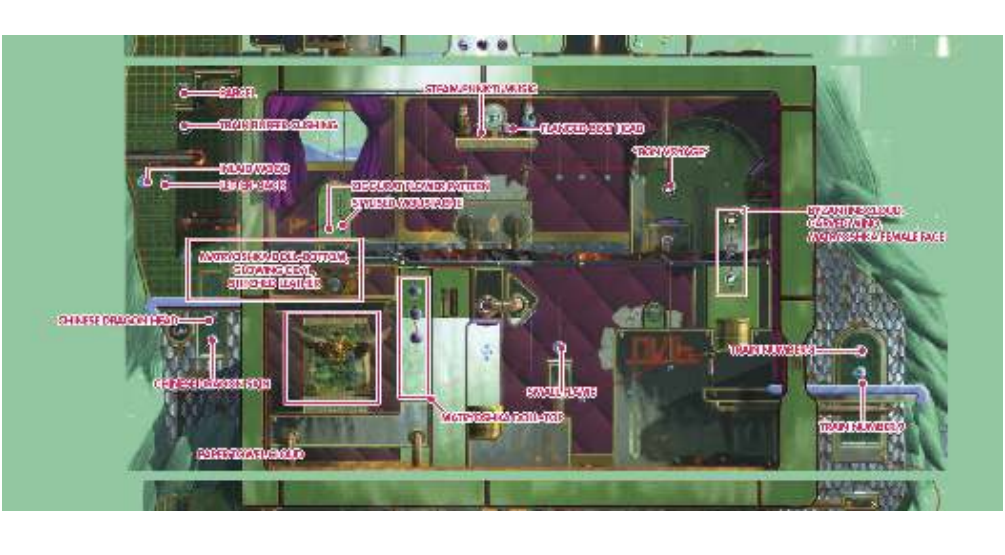


Bop the brains of the bouncing beasts and the Prize Bubble between them for the **Lump of Coal Decoration**.

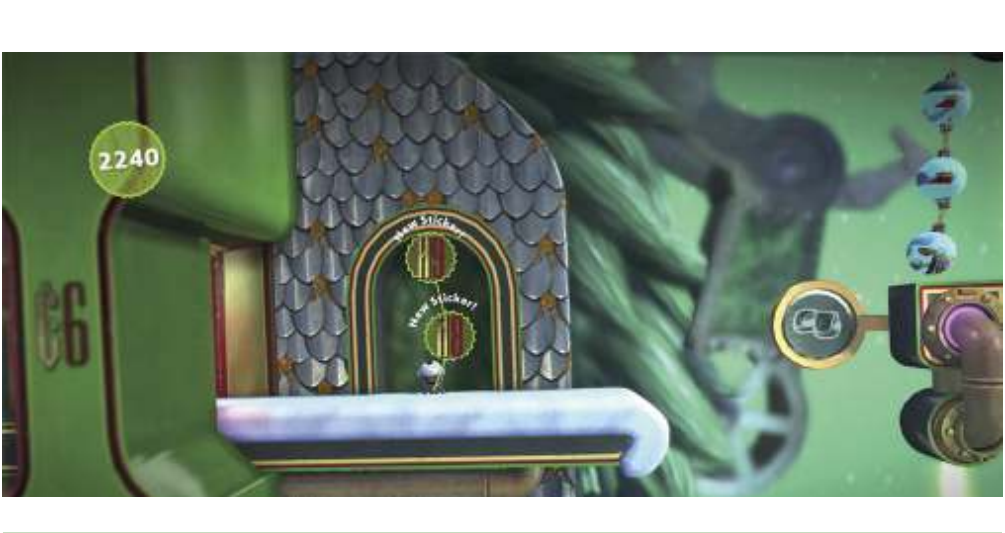


Ducking outside, hook onto the red rail and ride it up to one set of Bounce Pads, and then another in the layer behind it.




PARCEL
TRAIN BUFFER CUSHING
"BON VOYAGE"
FLANGED BOLT HEAD
INLAID WOOD
LETTER-BACK
ZIGGURAT FLOWER PATTERN
STYLISED MOUSTACHE
BYZANTINE CLOUD
CARVED WING
MATRYOSHKA FEMALE FACE
MATRYOSHKA DOLL-BOTTOM
GLOWING COAL
STITCHED LEATHER
CHINESE DRAGON HEAD
CHINESE DRAGON SKIN
TRAIN NUMBER 9
SMALL FLAME
MATRYOSHKA DOLL-TOP
TRAIN NUMBER 8

Your sack person flies up through two strung-together Prize Bubbles and gains the **Train Number 9 Sticker** and **Train Number 8 Sticker**.


2240
New Sticker!
New Sticker!

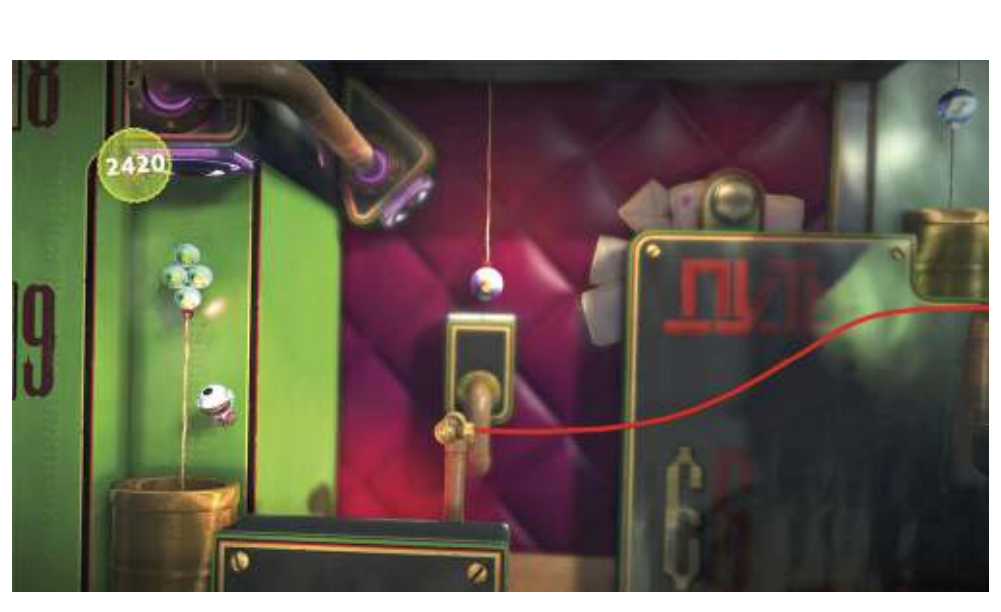
MIRACULOUS MOMENTUM

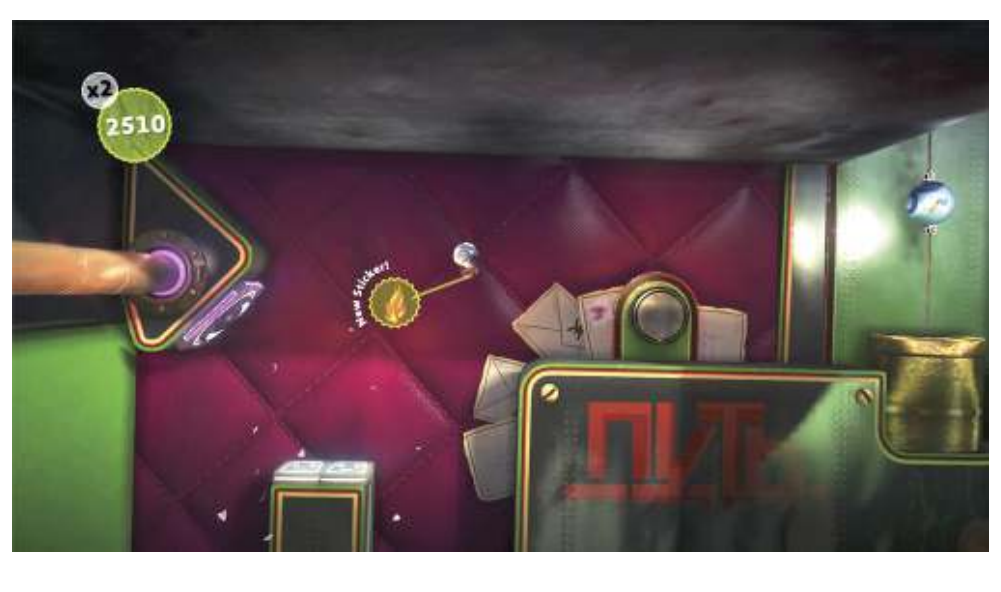
Even while jumping off of a moving rocket, your sack person doesn't have to worry about being left behind because of shared momentum.

Do not fear using Boost Boots here to reach the isolated platform floating by itself to the right. It's well worth the three Prize Bubbles offering you the **Chinese Dragon Body Costume**, **Chinese Dragon Hind Claws Costume**, and **Chinese Dragon Front Costume**.

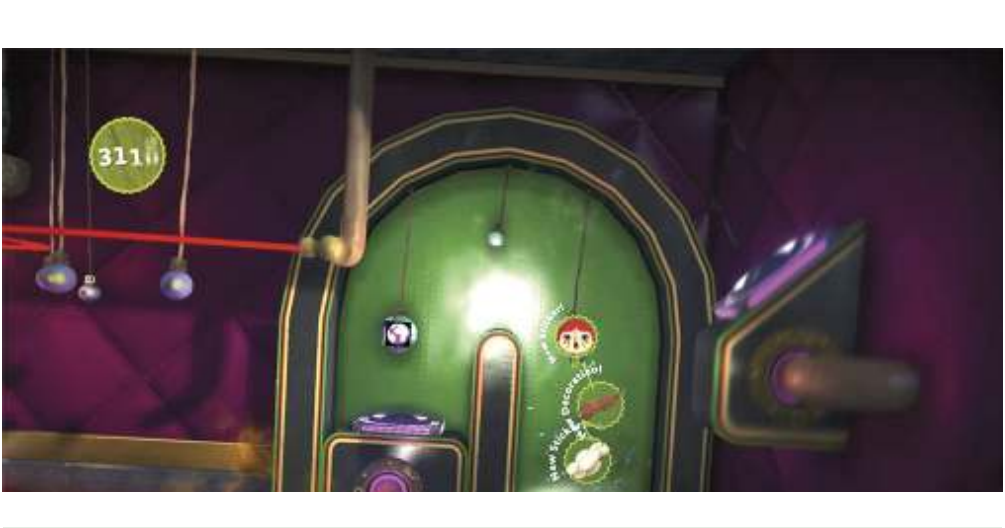
Pipe Dreams

Go back indoors to the left, ensuring that you have the Hook Hat handy. Grind on the rail heading left, detach, and then let the hot air whisk your sack person through Velociporters and into the background. Emerging with speed, your sack person passes through a Prize Bubble holding the **Small Flame Sticker** and ricochets off of Bounce Pads to the next Checkpoint.



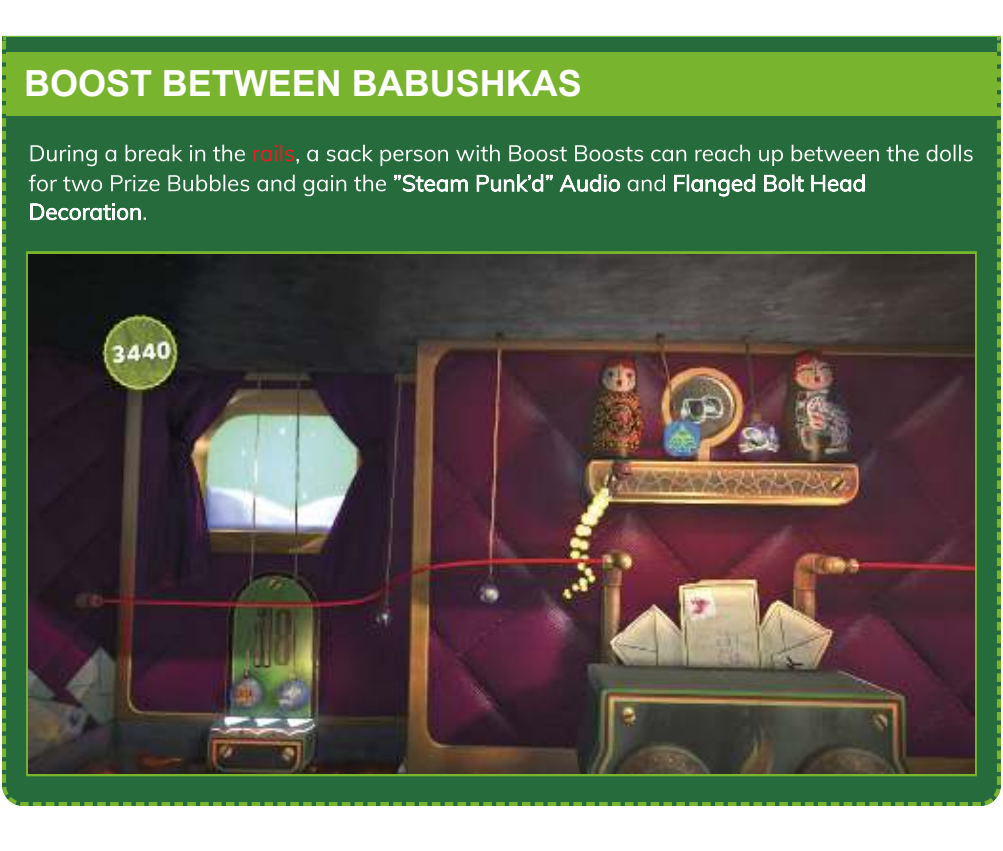


Another open-ended pipe ahead blows more air to ride upon. Let it carry your sack person up and over the bend, moving through four Prize Bubbles that total up to the **Byzantine Cloud Sticker**, **Carved Wing Decoration**, **Matryoshka Female Face Sticker**, and **"Bon Voyage" Audio**.

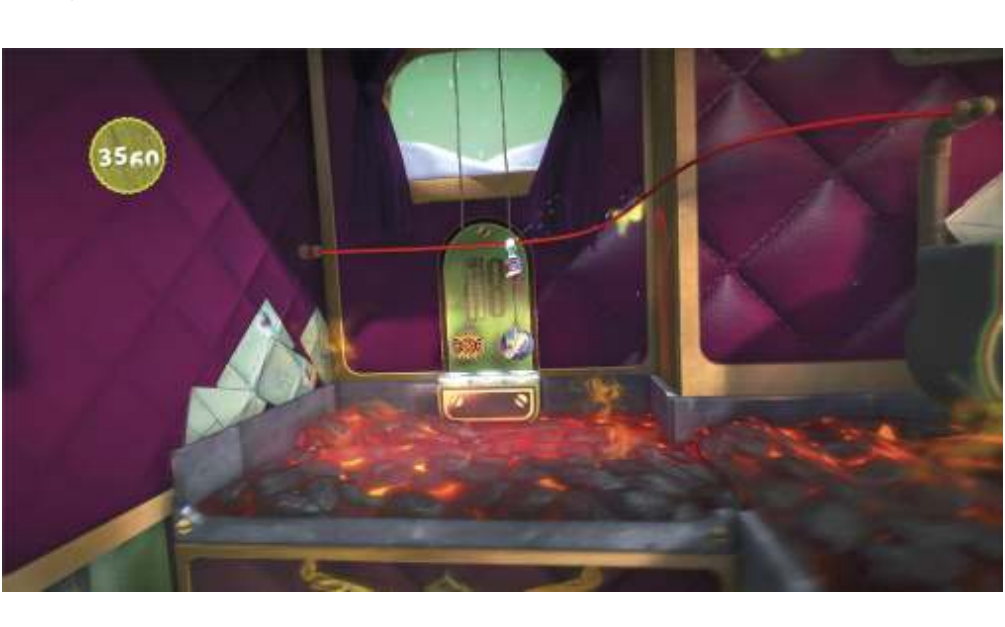


BOOST BETWEEN BABUSHKAS

During a break in the rails, a sack person with Boost Boots can reach up between the dolls for two Prize Bubbles and gain the **"Steam Punk'd" Audio** and **Flanged Bolt Head Decoration**.



As the rail comes to an end, drop down onto Layer Launchers topped with two Prize Bubbles. Successfully touching both before being launched nets you the **Ziggurat Flower Pattern Sticker** and **Stylised Moustache Sticker**.

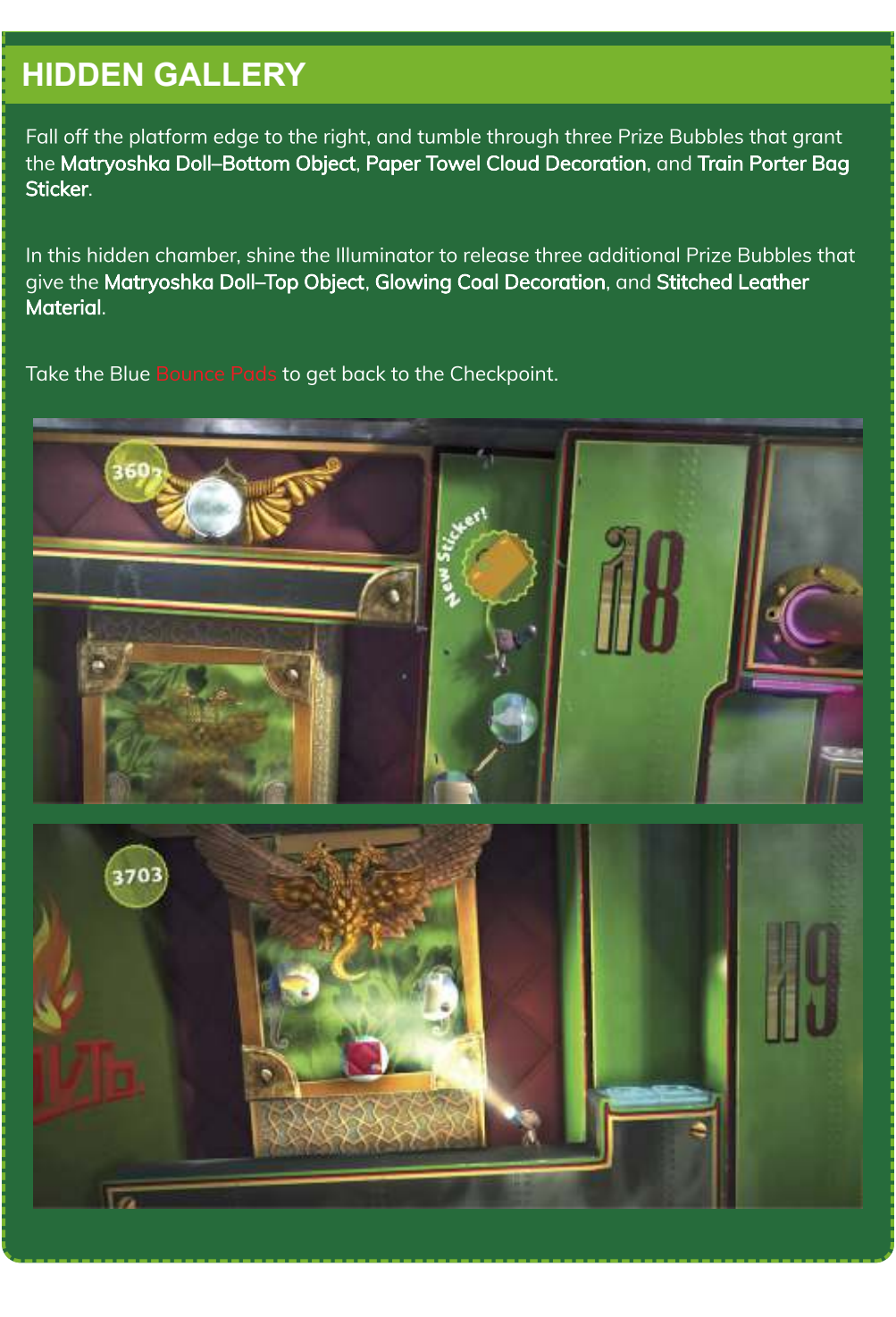


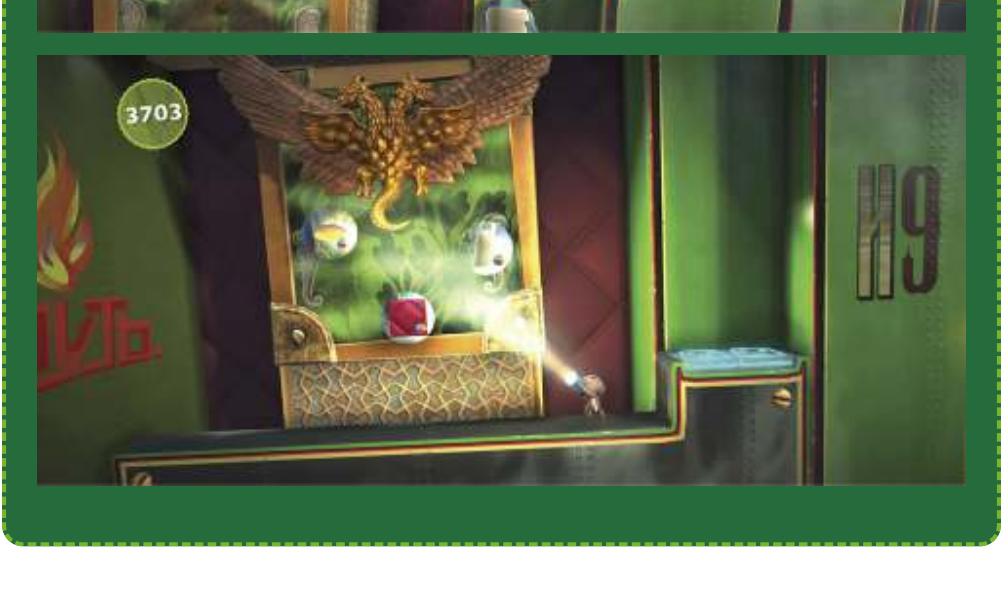
HIDDEN GALLERY

Fall off the platform edge to the right, and tumble through three Prize Bubbles that grant the **Matryoshka Doll–Bottom Object**, **Paper Towel Cloud Decoration**, and **Train Porter Bag Sticker**.

In this hidden chamber, shine the Illuminator to release three additional Prize Bubbles that give the **Matryoshka Doll–Top Object**, **Glowing Coal Decoration**, and **Stitched Leather Material**.

Take the Blue Bounce Pads to get back to the Checkpoint.


3602
New Sticker!

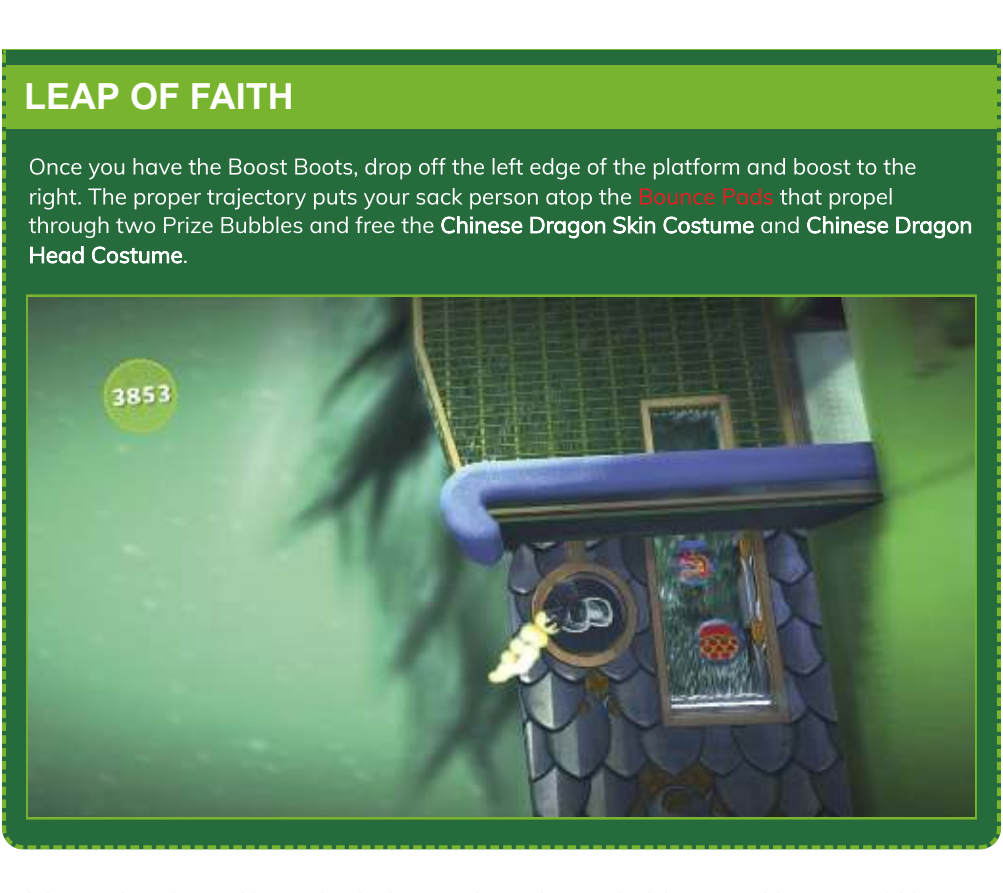


Baby, It's Coal Outside

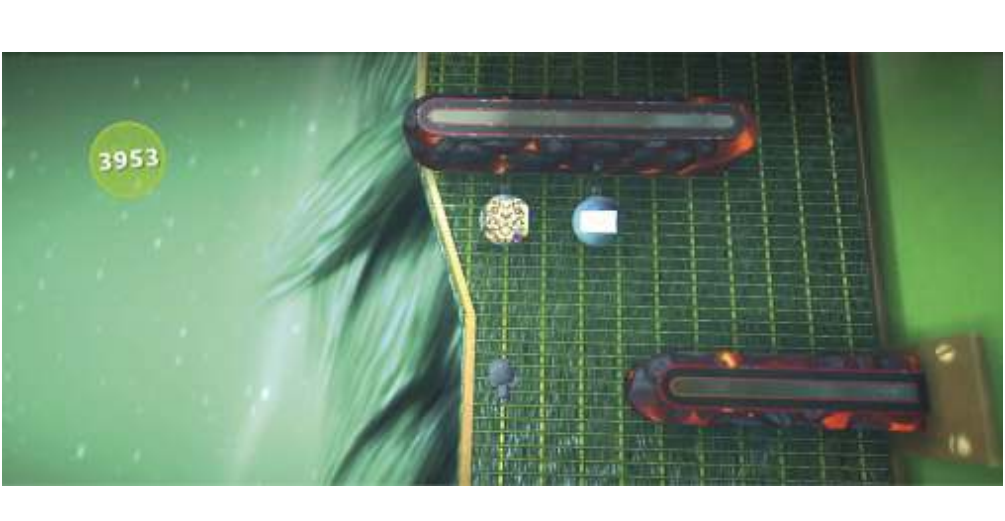
Heading out once more, it's a tough climb up past some dangerous obstacles.

LEAP OF FAITH

Once you have the Boost Boots, drop off the left edge of the platform and boost to the right. The proper trajectory puts your sack person atop the Bounce Pads that propel through two Prize Bubbles and free the **Chinese Dragon Skin Costume** and **Chinese Dragon Head Costume**.



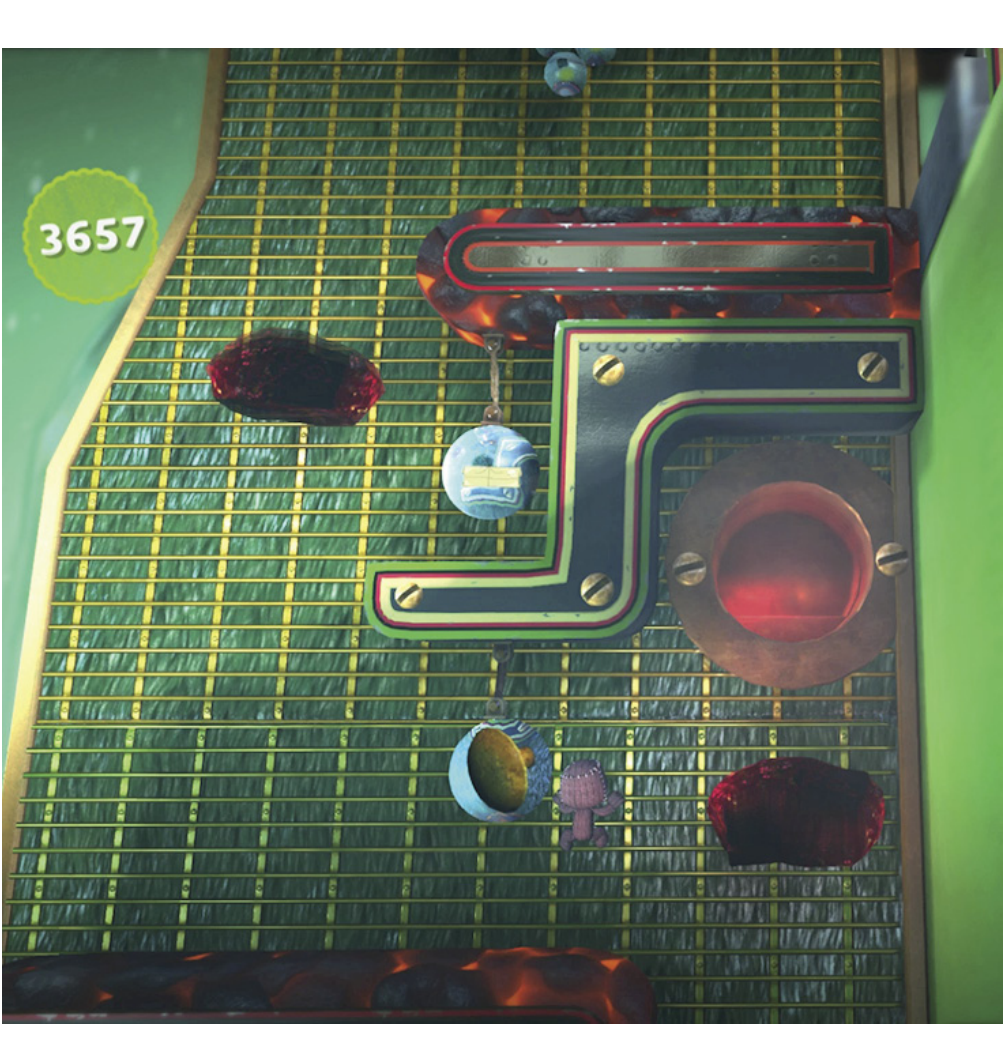
While avoiding the coal hazards, climb up and pop the two luckily accessible Prize Bubbles to secure their **Inlaid Wood Material** and **Letter–Back Sticker**.

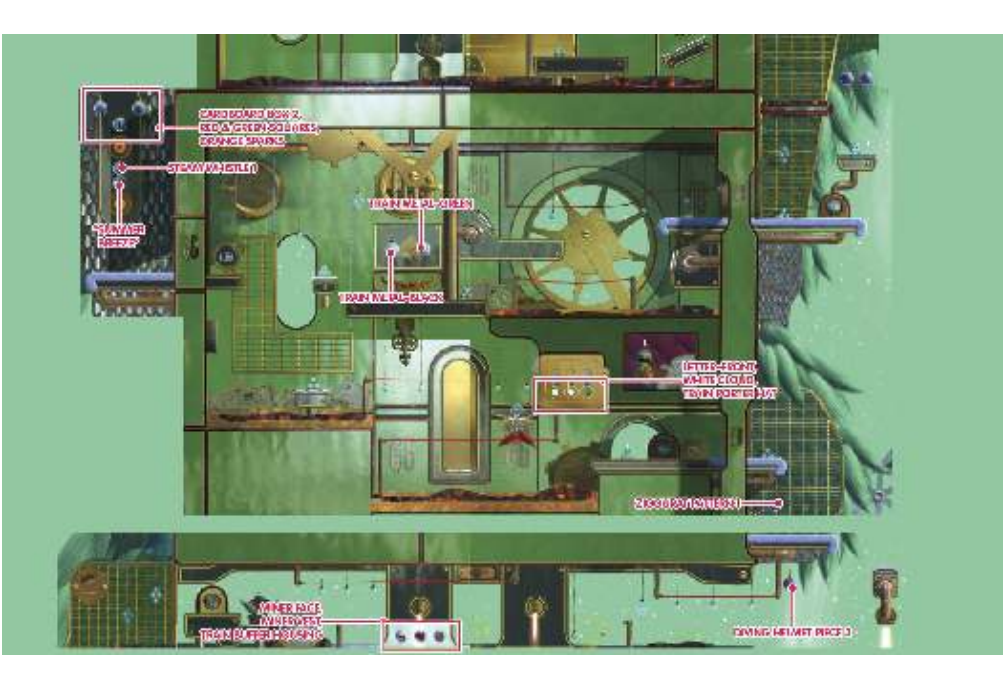


COAL CHUTE DROPS

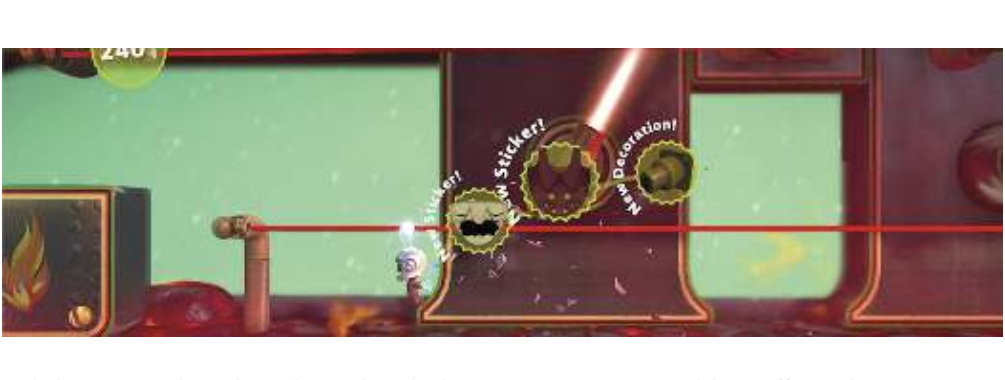
The path to the right is the only way up. Cross through it carefully, waiting until after the last hot coal tumbles past.

Climb past this coal-spewing portal, and pop a Prize Bubble to the left for the **Train Buffer Cushing Decoration**. Wait for the best opportunity before climbing up and into the nook where the **Parcel Sticker** Prize Bubble hangs.

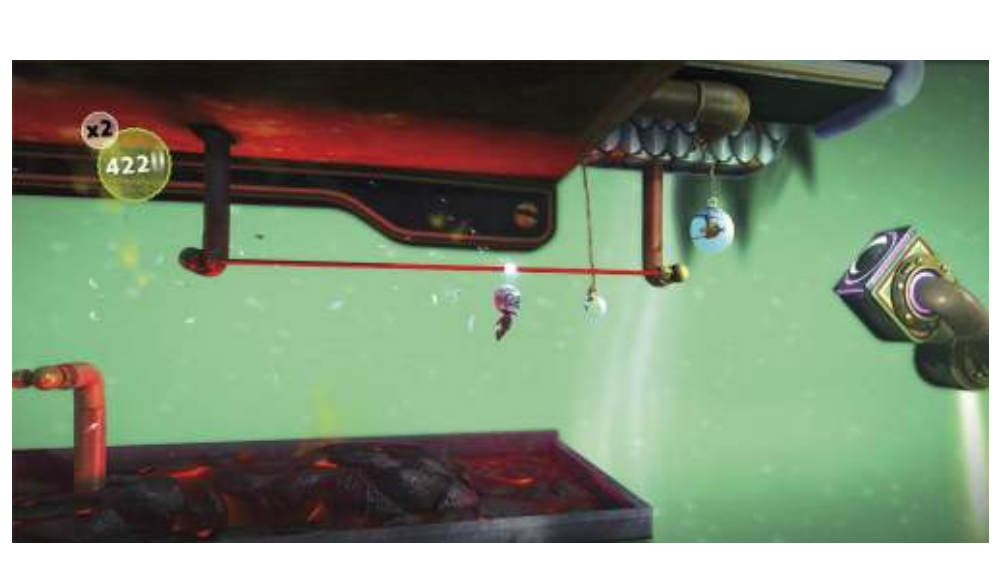


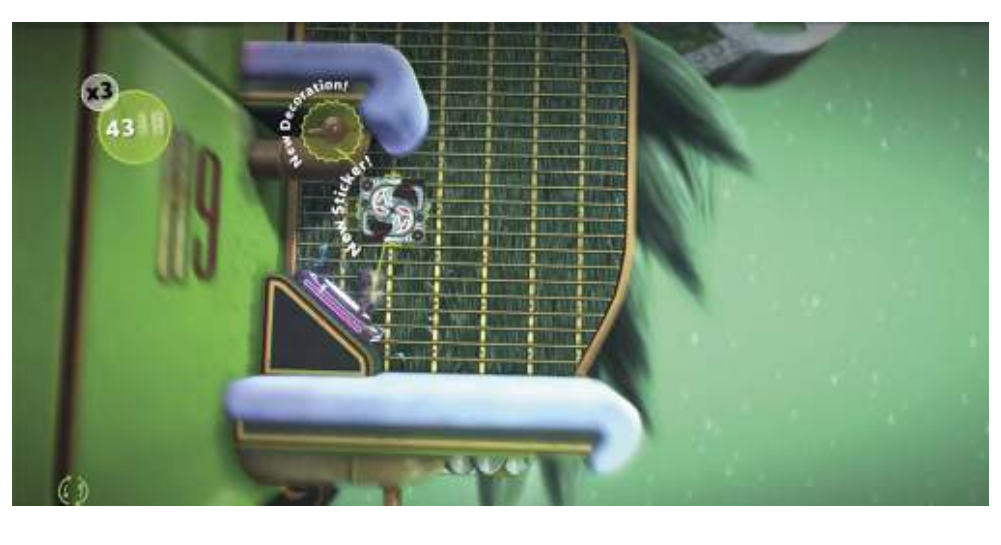

CARDBOARD BOX 2,
RED & GREEN SQUARES,
ORANGE SPARKS
STEAM WHISTLE 1
"SUMMER BREEZE"
TRAIN METAL-GREEN
TRAIN METAL-BLACK
LETTER-FRONT,
WHITE CLOUD,
TRAIN PORTER HAT
ZIGGURAT PATTERN 1
MINER FACE,
MINER VEST,
TRAIN BUFFER HOUSING
DIVING HELMET PIECE 3

Two spinning beams of hot death are located ahead. Ride the high rail between them, and then drop down to the lower rail. Cut back left, just behind the sweeping beam, to pop three Prize Bubbles in quick order and claim their **Miner Face Sticker**, **Miner Vest Sticker**, and **Train Buffer Housing Decoration**.

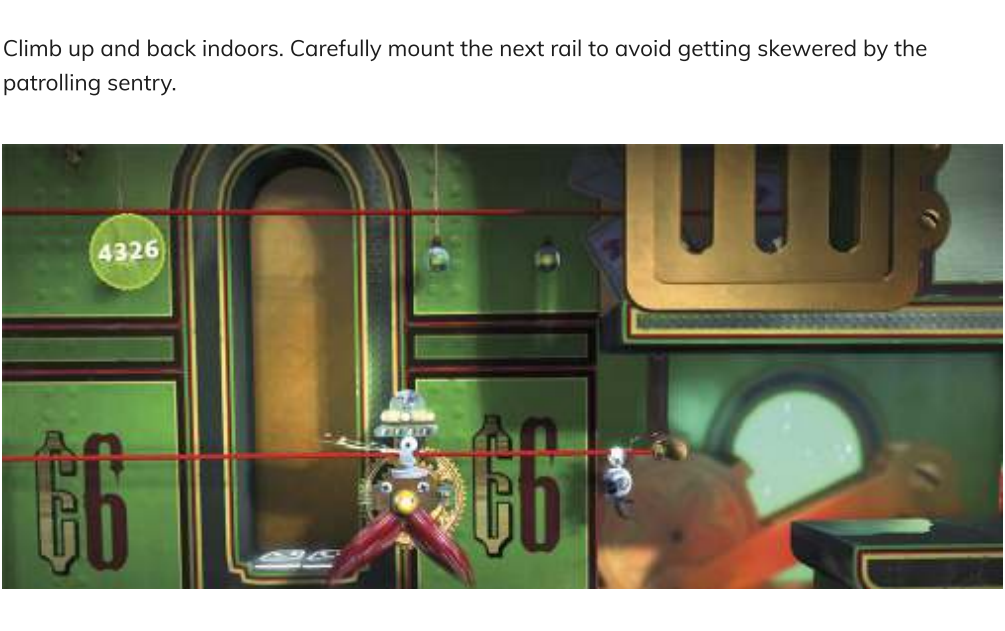

New Sticker!
New Sticker!
New Decoration!

Ride between rails to the right, and as the last one comes to an end, leap off into the Velociporter. Time the jump to pass through a Prize Bubble and obtain its **Diving Helmet Piece 3 Decoration**. Emerging out another Velociporter, your sack person also gains the **Ziggurat Pattern 1 Sticker** from the Prize Bubble there.

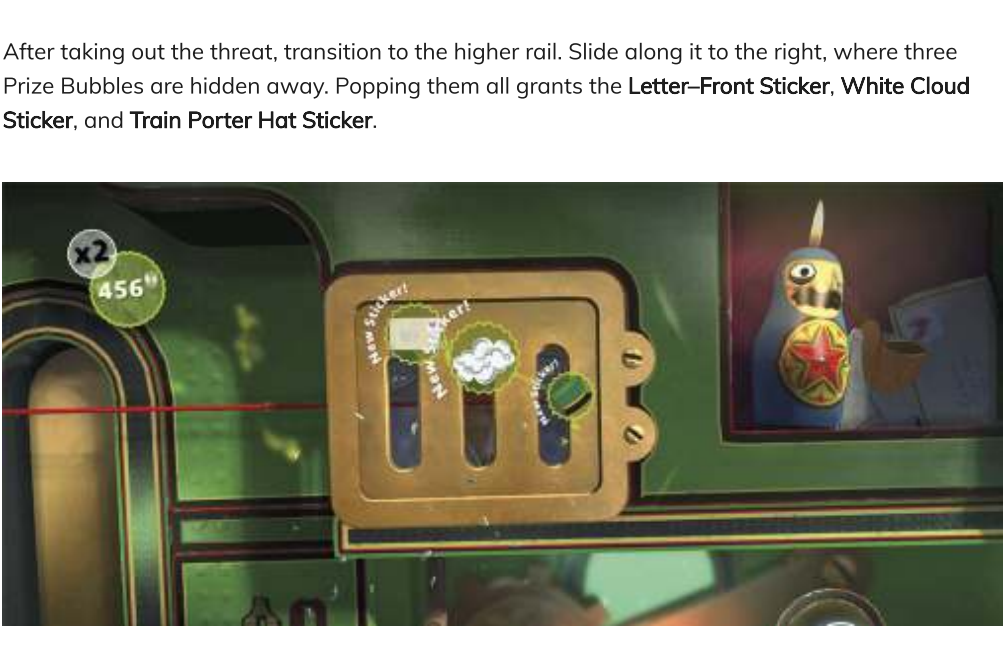



x3
4311
New Decoration!
New Sticker!

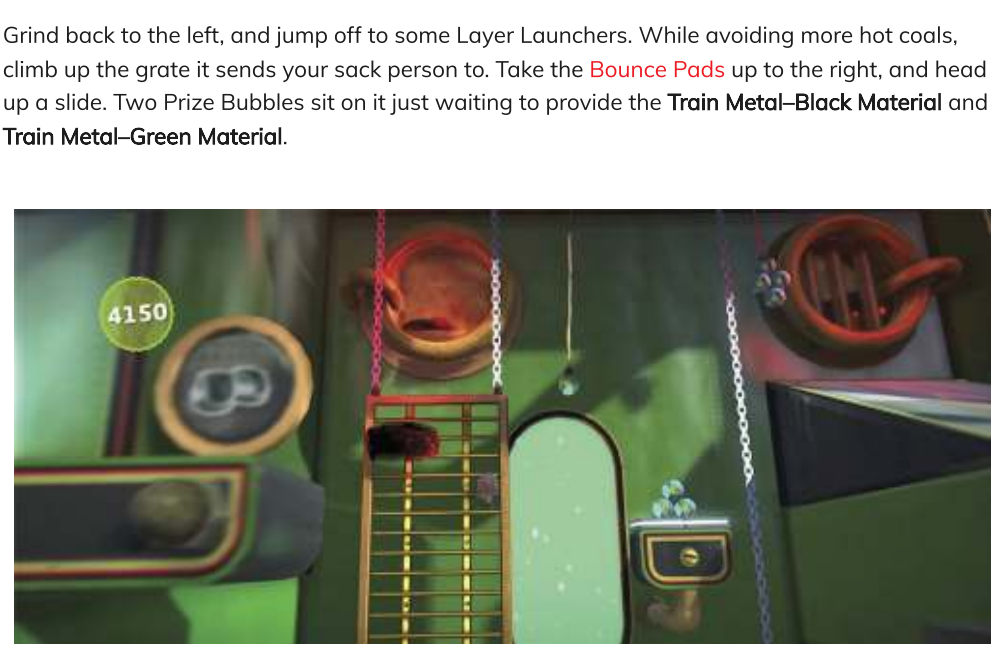
Climb up and back indoors. Carefully mount the next rail to avoid getting skewered by the patrolling sentry.

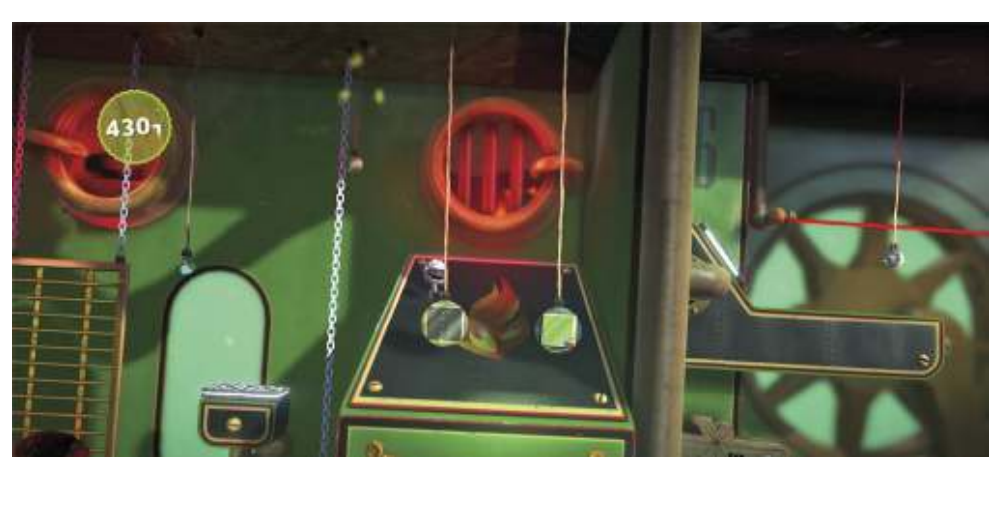


After taking out the threat, transition to the higher rail. Slide along it to the right, where three Prize Bubbles are hidden away. Popping them all grants the **Letter–Front Sticker**, **White Cloud Sticker**, and **Train Porter Hat Sticker**.


x2
4567
New Sticker!

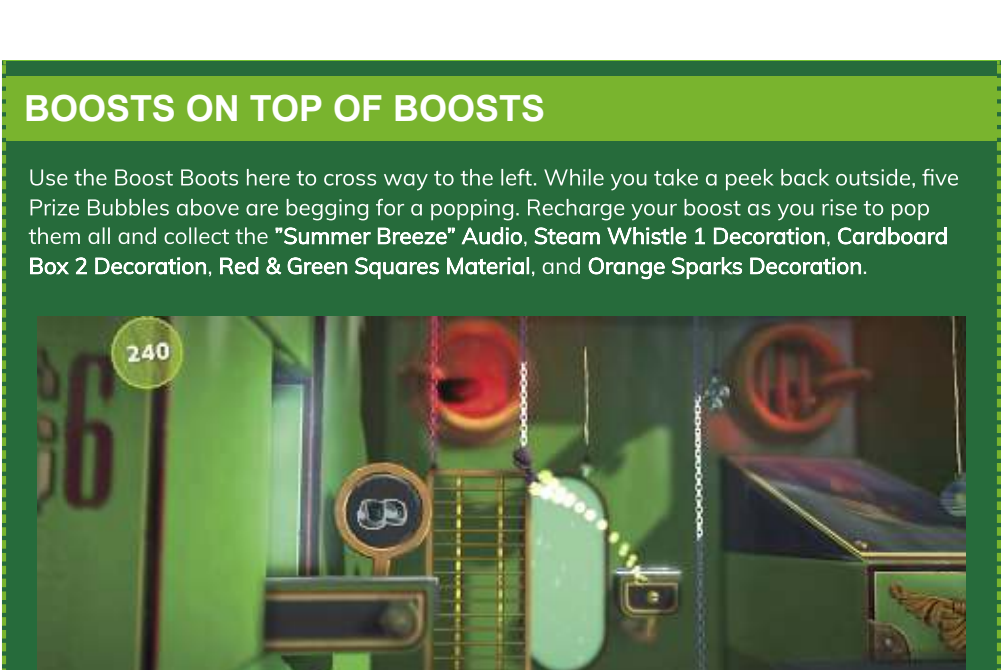
Grind back to the left, and jump off to some Layer Launchers. While avoiding more hot coals, climb up the grate it sends your sack person to. Take the Bounce Pads up to the right, and head up a slide. Two Prize Bubbles sit on it just waiting to provide the **Train Metal–Black Material** and **Train Metal–Green Material**.

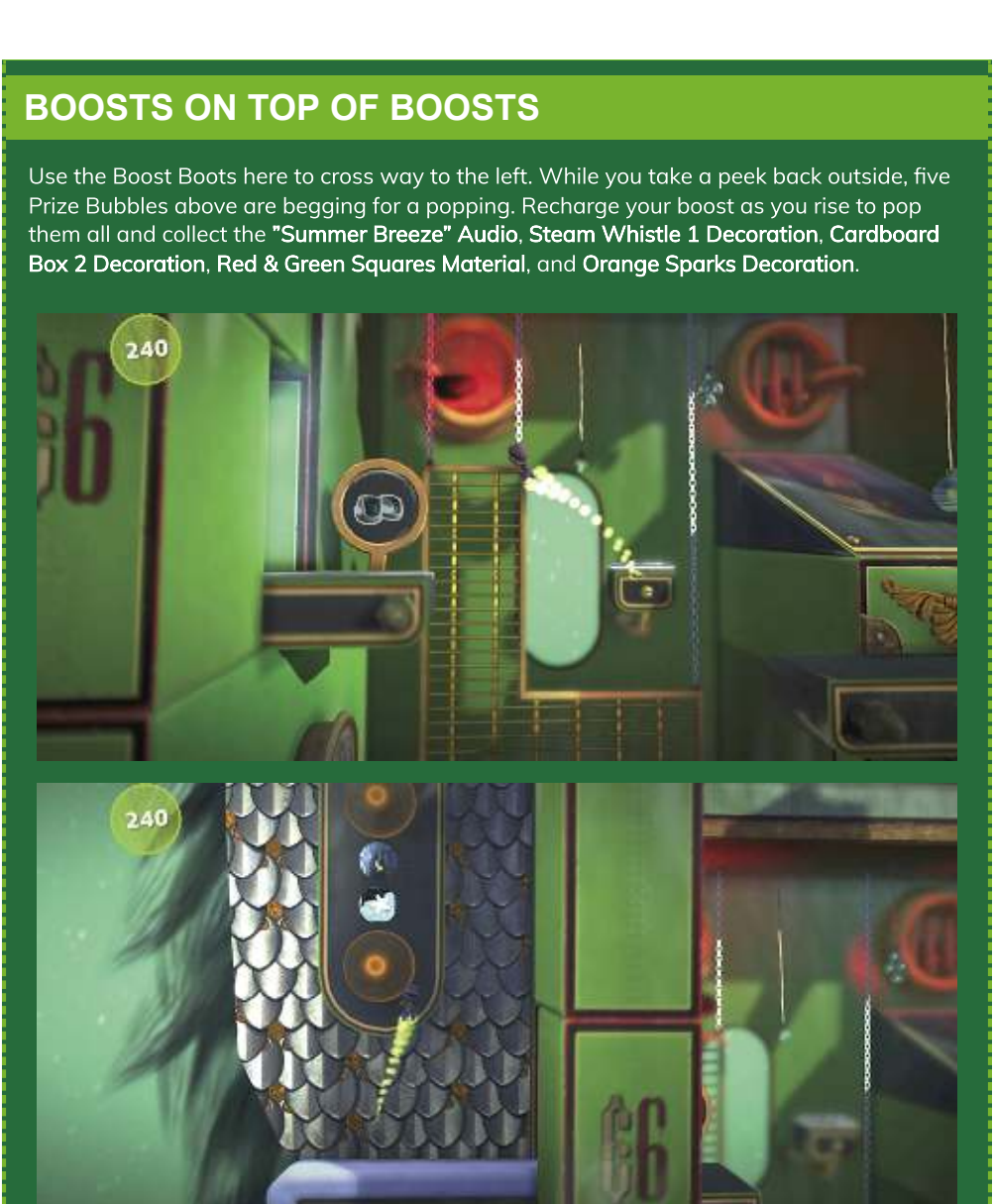


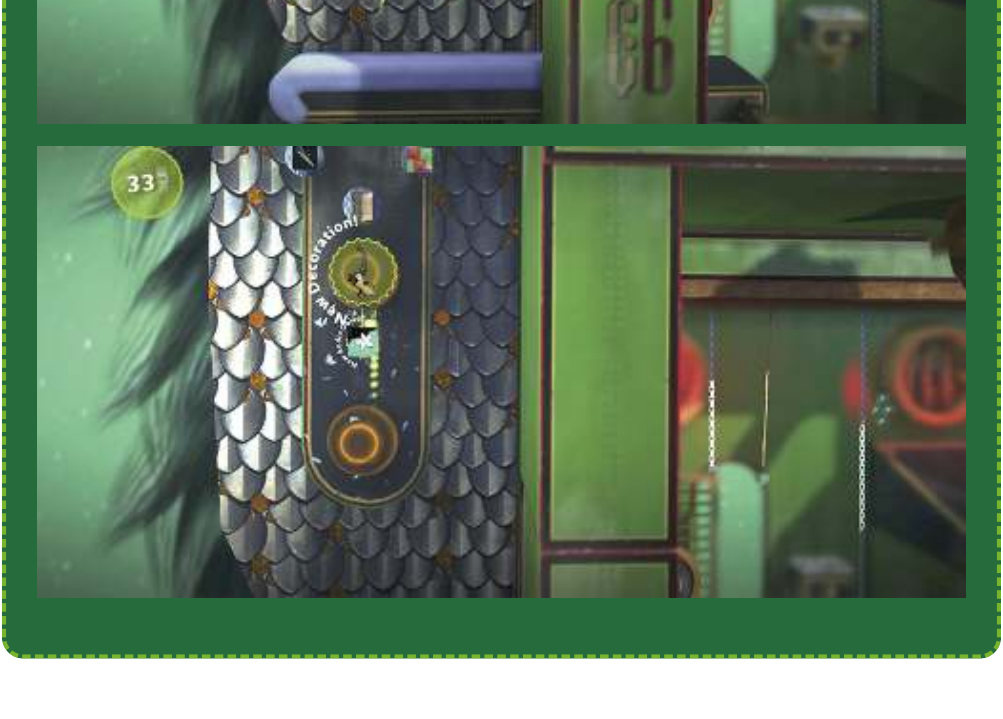


BOOSTS ON TOP OF BOOSTS

Use the Boost Boots here to cross way to the left. While you take a peek back outside, five Prize Bubbles above are begging for a popping. Recharge your boost as you rise to pop them all and collect the **"Summer Breeze" Audio**, **Steam Whistle 1 Decoration**, **Cardboard Box 2 Decoration**, **Red & Green Squares Material**, and **Orange Sparks Decoration**.

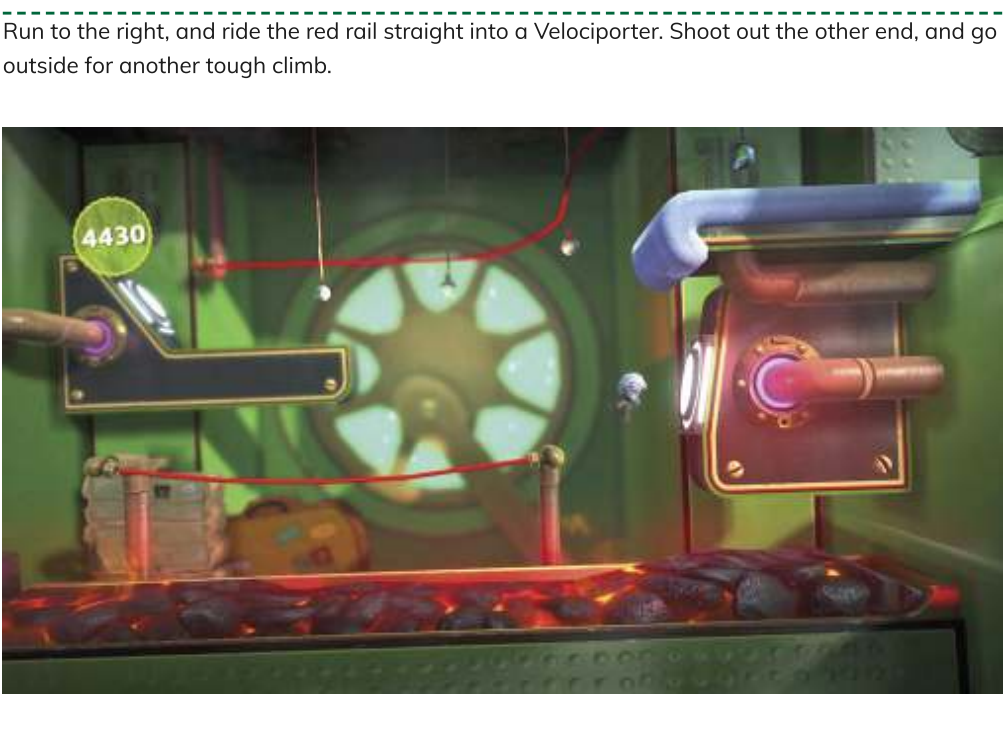




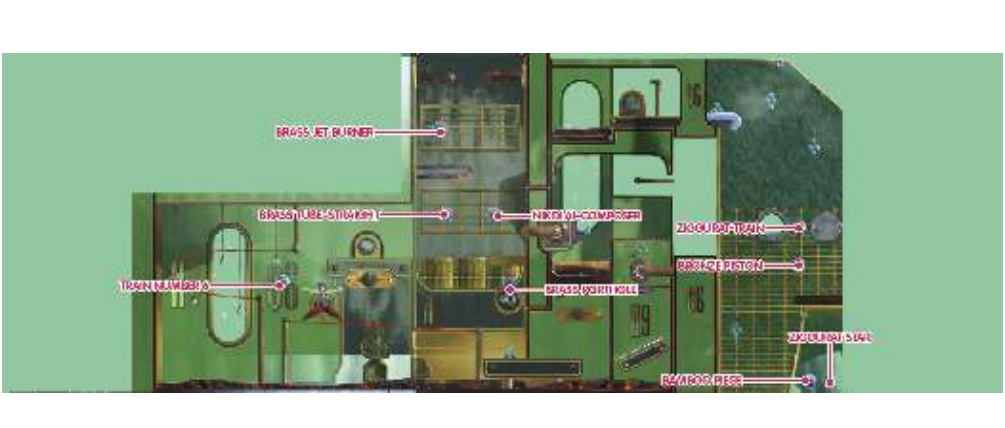

New Decoration!

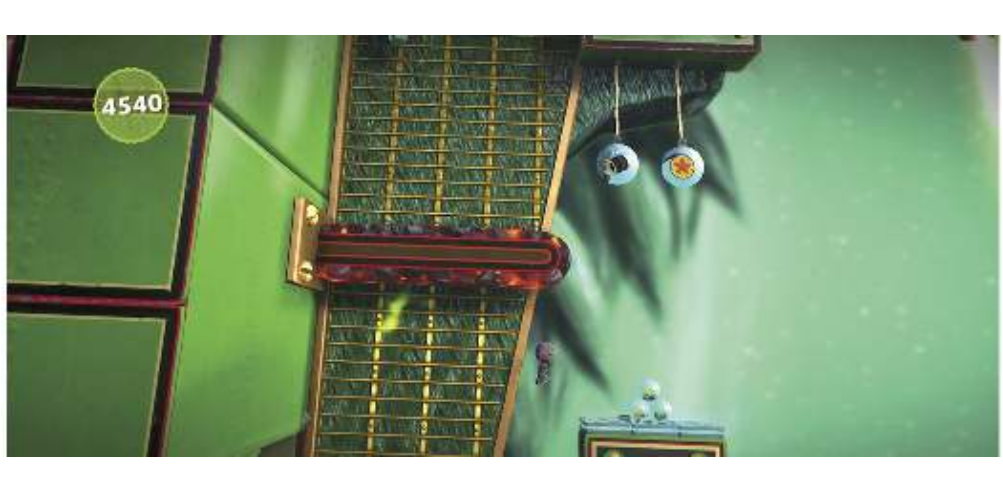
Out and in and Out

Run to the right, and ride the red rail straight into a Velociporter. Shoot out the other end, and go outside for another tough climb.

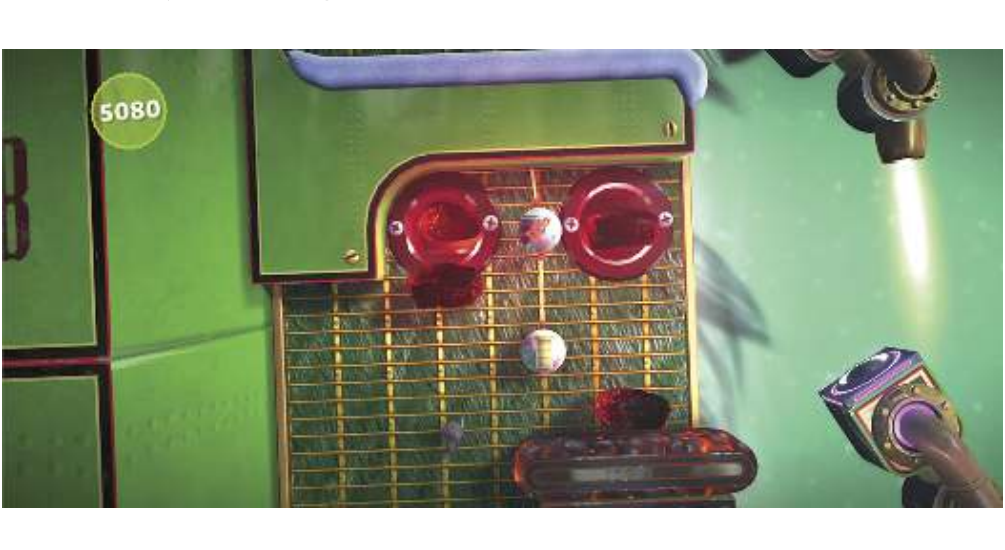


Jump from the grate to the Blue Bounce Pads. Use them to fly up and release the **Ziggurat Star Sticker** and **Bamboo Piece Decoration** from their Prize Bubbles.


BRASS JET BURNER
BRASS TUBE-STRAIGHT
NIKOLAI-COMPOSER
ZIGGURAT TRAIN
BRONZE PISTON
TRAIN NUMBER 6
BRASS PORTHOLE
ZIGGURAT STAR
BAMBOO PIECE



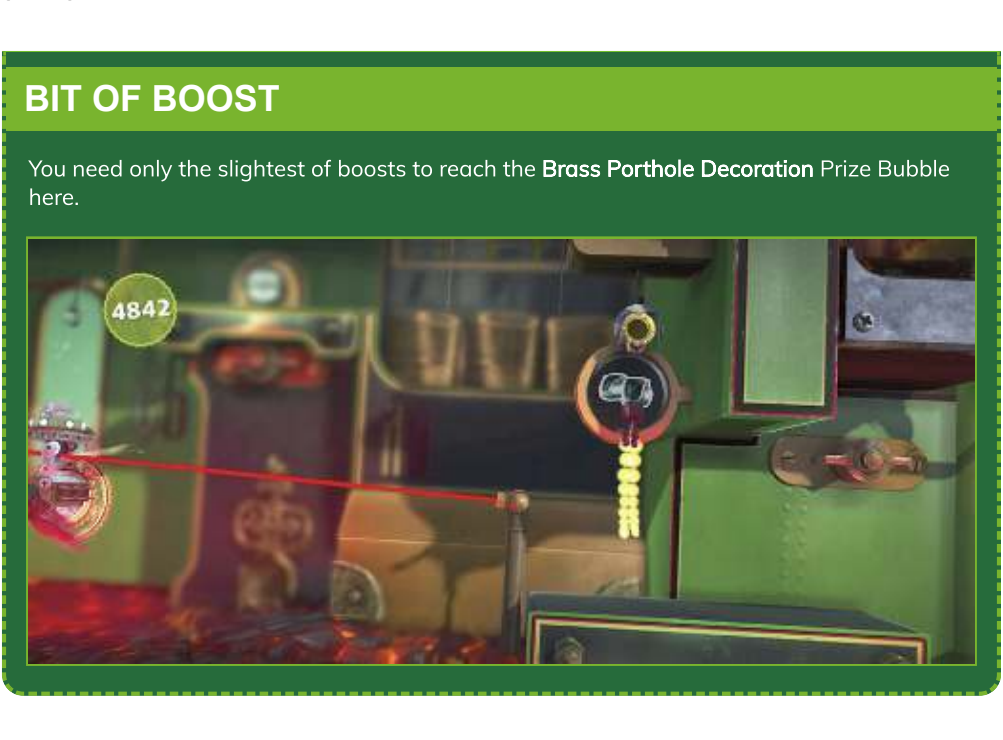
Side-by-side chutes spit coals constantly. Carefully move between them along the narrow strip of safety containing two Prize Bubbles. Gather up the **Bronze Piston Decoration** and **Ziggurat Train Sticker** as you pass through.



Jump off to the right through another Velociporter to emerge higher up at the next swath of grating.

BIT OF BOOST

You need only the slightest of boosts to reach the **Brass Porthole Decoration** Prize Bubble here.



Catching a lift on the next rail, your sack person must jump a gap between rails. Don't be in too much of a rush. Hop back between rails from the higher one to reach the **Train Number 6 Sticker** in its Prize Bubble.

LittleBIG Planet 3

Adventure: The Ziggurat

Tutu Tango

Prize Bubble Pick-Ups

✓ STICKERS
PLUMP LIPS
WOODCUT ARROW–WHITE
WOODCUT FISH
WHITE PAINT SPLAT
SMALL TOGGLE WOODCUT
SMALL TOGGLE DOODLE
BLACK HALFTONE
L1 STICKER
OWL SILHOUETTE
MOUSE SILHOUETTE
WOODCUT ARROW–BLACK
BALLERINA SILHOUETTE 2
BALLERINA SILHOUETTE 1

✓ OBJECTS
BALLET SHOE

✓ AUDIO
"ENTER HEROES" STINGER
"TITANS RISING"
"WALTZ OF THE FLOWERS"
"ADVENTURE AWAITS"

✓ DECORATIONS
GOLD MOTIF
PICTURE FRAME CORNER
CANDLE
CONGEALED CANDLE WAX
BLACK JEAN RIVET
PAPER PEELBACK
DIVING HELMET PIECE 6
BRONZE PIPE–SMALL
FEATHER TRIM
TIED BACK CURTAIN
BALLET SHOE LACE
POP RIVET
OSTRICH FEATHER
TWISTED GOLD BAR
RIVULET OF CANDLE WAX
TINSEL CURTAIN
GOLD BOOK CORNER

✓ MATERIALS
VISCOUS SLIME
MOUNTAIN ROCK
DRESS SHIRT
FELT
BROWN ROCK

Level Complete Gifts

✓ STICKERS	✓ PRIZE
SWAN SILHOUETTE 2	JET STREAM 2

✓ MATERIALS
BALLET FABRIC

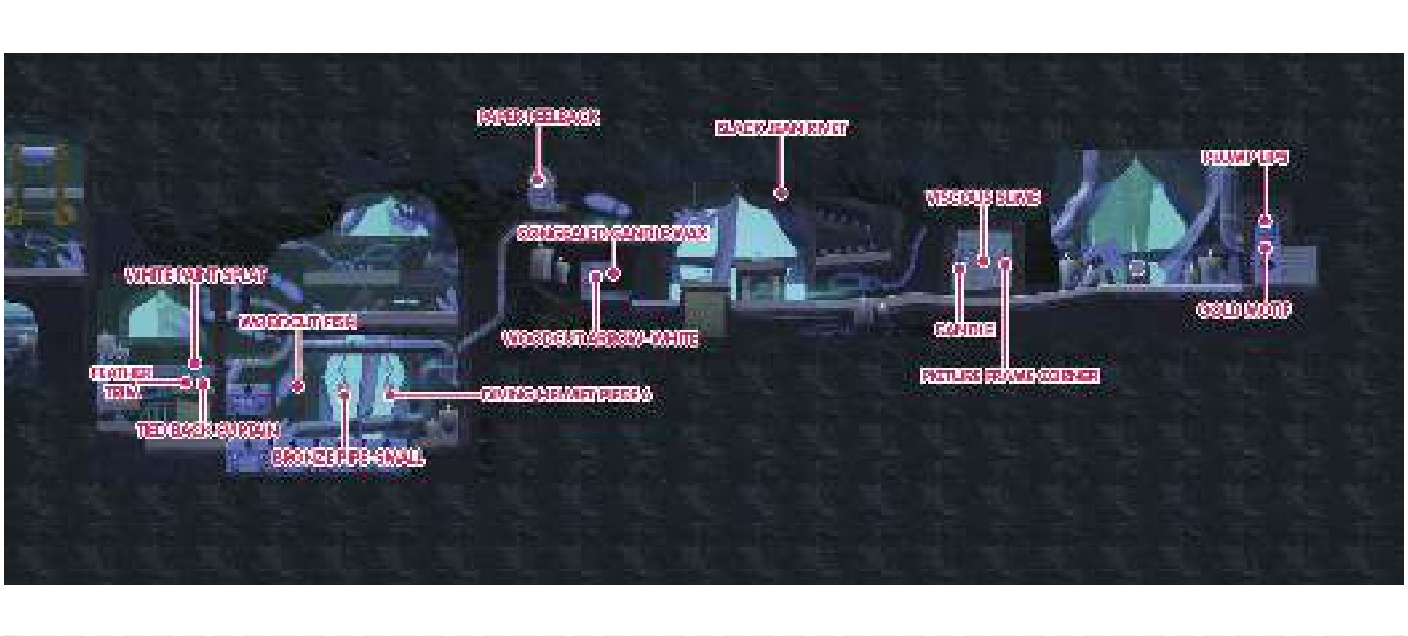
Collected All Gifts

✓ MATERIALS	✓ PRIZES
SHEET MUSIC	SOLID FOOTPRINT
	SCROLLING BUBBLES

Aced Level Gifts

✓ MATERIALS	✓ PRIZES
GLITTER	ANGLED WATERFALL
	FOOTPRINT OUTLINE

Toggle is back, and he's tough as ever! He's ready to take on Newton as both big Toggle and little Toggle. After a brief but awesome display of his might to shake off the cobwebs, it's time to regroup. However, the upkeep around the Ziggurat is not what it used to be, and a broken gate cuts off Toggle and Papal Mache from Oddsock and your sack person. Fortunately, getting out of here is no sweat for an old pro like Toggle.

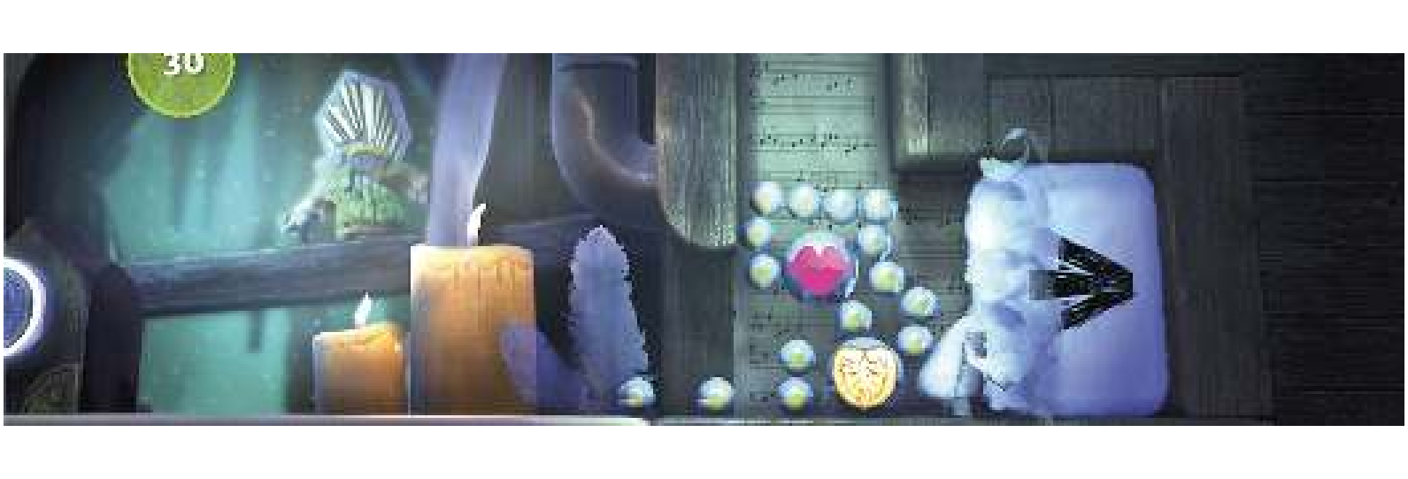

PAPER PEELBACK
BLACK JEAN RIVET
PLUMP LIPS
VISCOUS SLIME
CONGEALED CANDLE WAX
WHITE PAINT SPLAT
GOLD MOTIF
WOODCUT FISH
WOODCUT ARROW–WHITE
CANDLE
FEATHER TRIM
DIVING HELMET PIECE 6
PICTURE FRAME CORNER
TIED BACK CURTAIN
BRONZE PIPE–SMALL

SIZE IS EVERYTHING

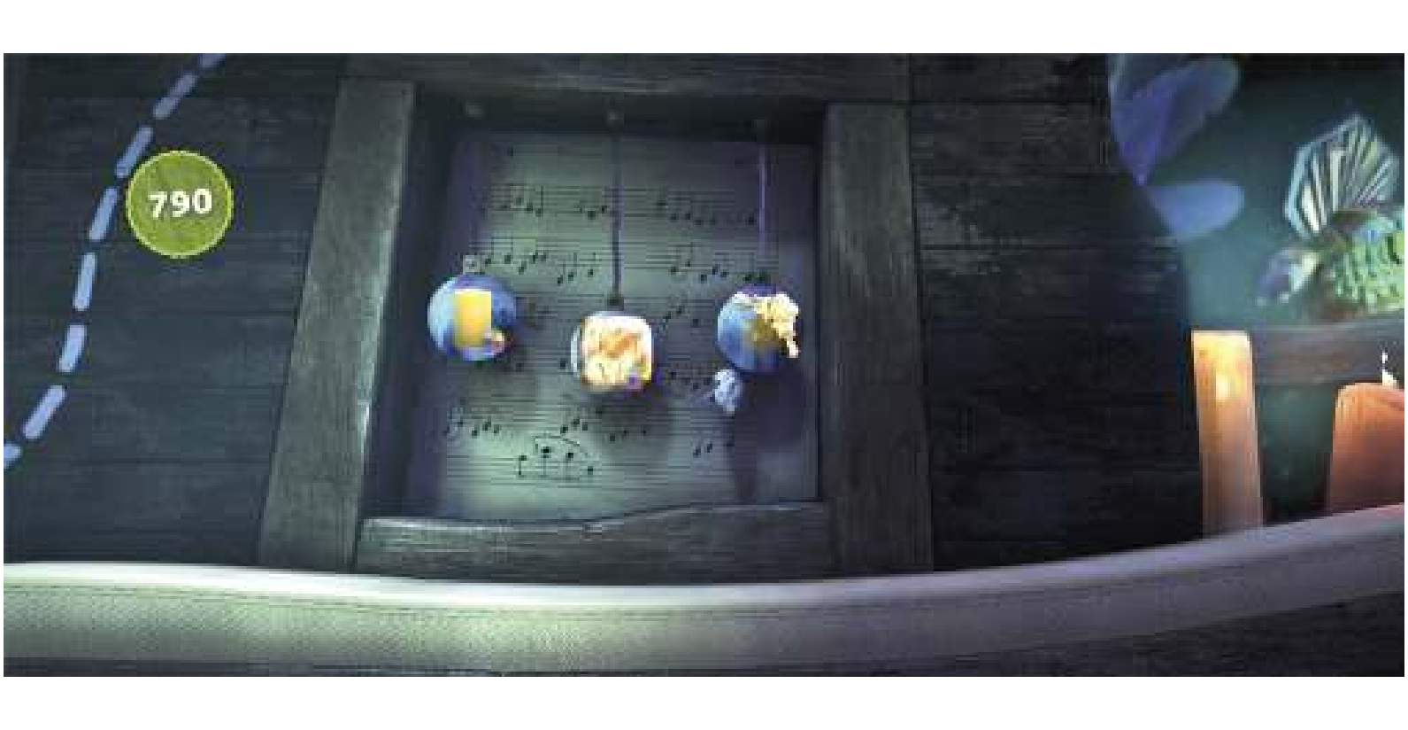
Literally Little Big

First off, make sure you get nice and comfortable exercising Toggle's special skill. Tap L1 to switch between little Toggle and big Toggle.

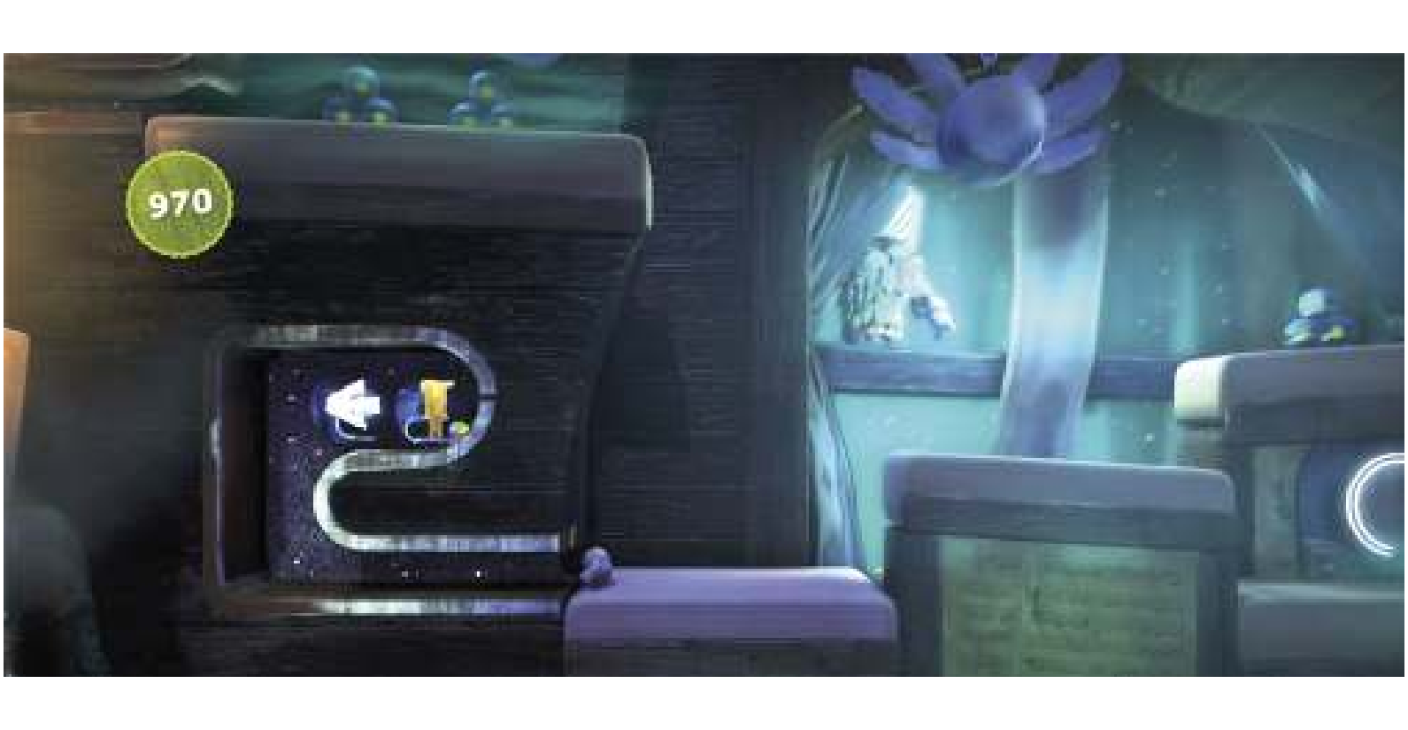
Big Toggle can push large objects that little Toggle can't. Go to the right, and shove aside the block with the arrow painted on it. This releases two trapped Prize Bubbles from above that give the **Gold Motif Decoration** and **Plump Lips Sticker**.



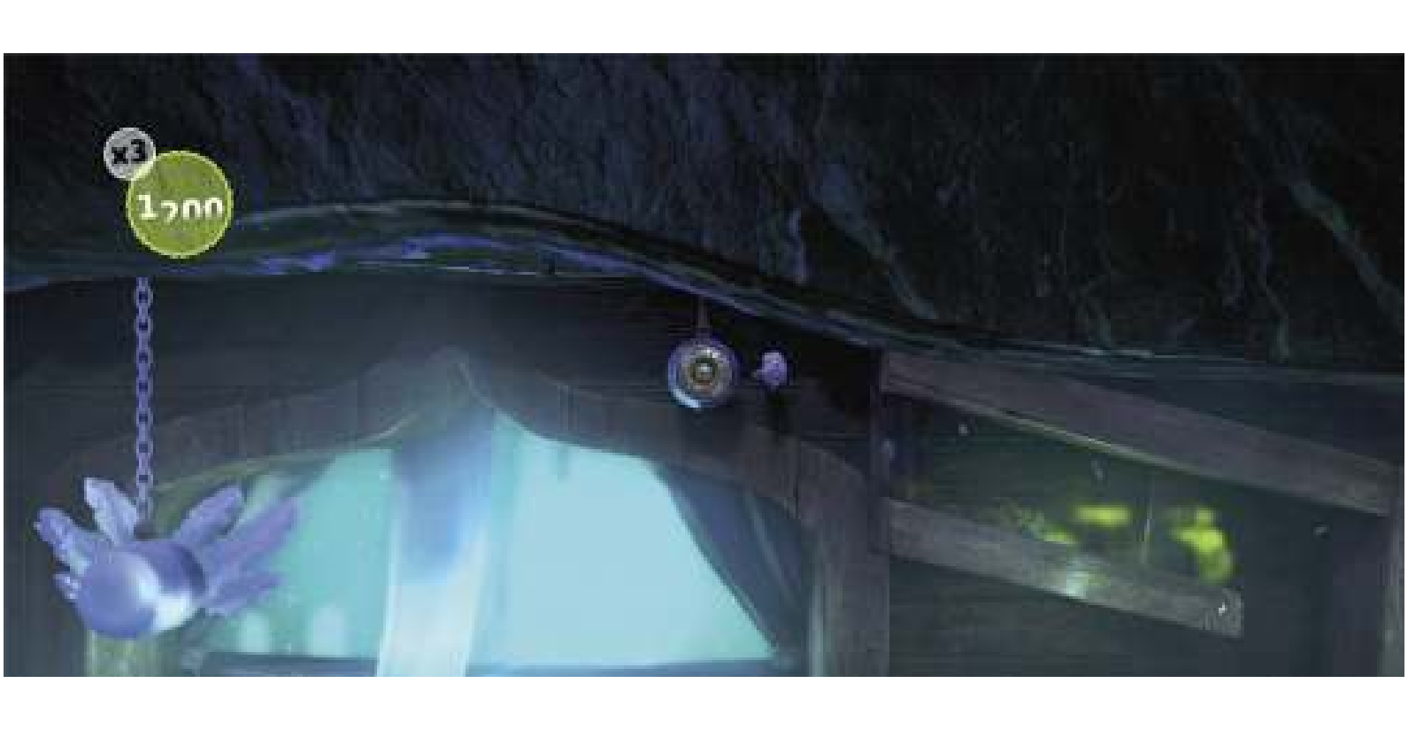
Backtrack, and then head to the left. Casually step into the background to pop the Prize Bubbles containing the **Picture Frame Corner Decoration**, **Viscous Slime Material**, and **Candle Decoration**.



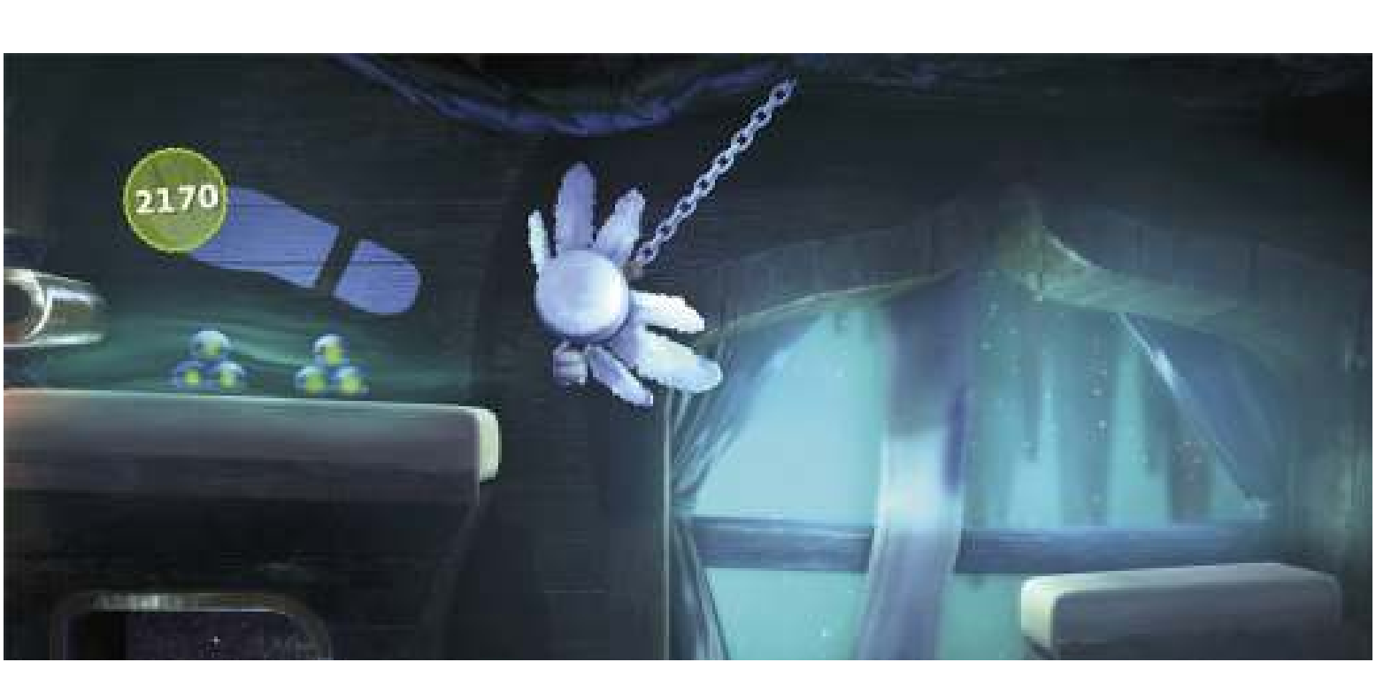
Keep going past the next Checkpoint, and shrink down to squeeze into a tiny opening. Scurry inside, where you can burst Prize Bubbles for the **Congealed Candle Wax Decoration** and **Woodcut Arrow–White Sticker**.

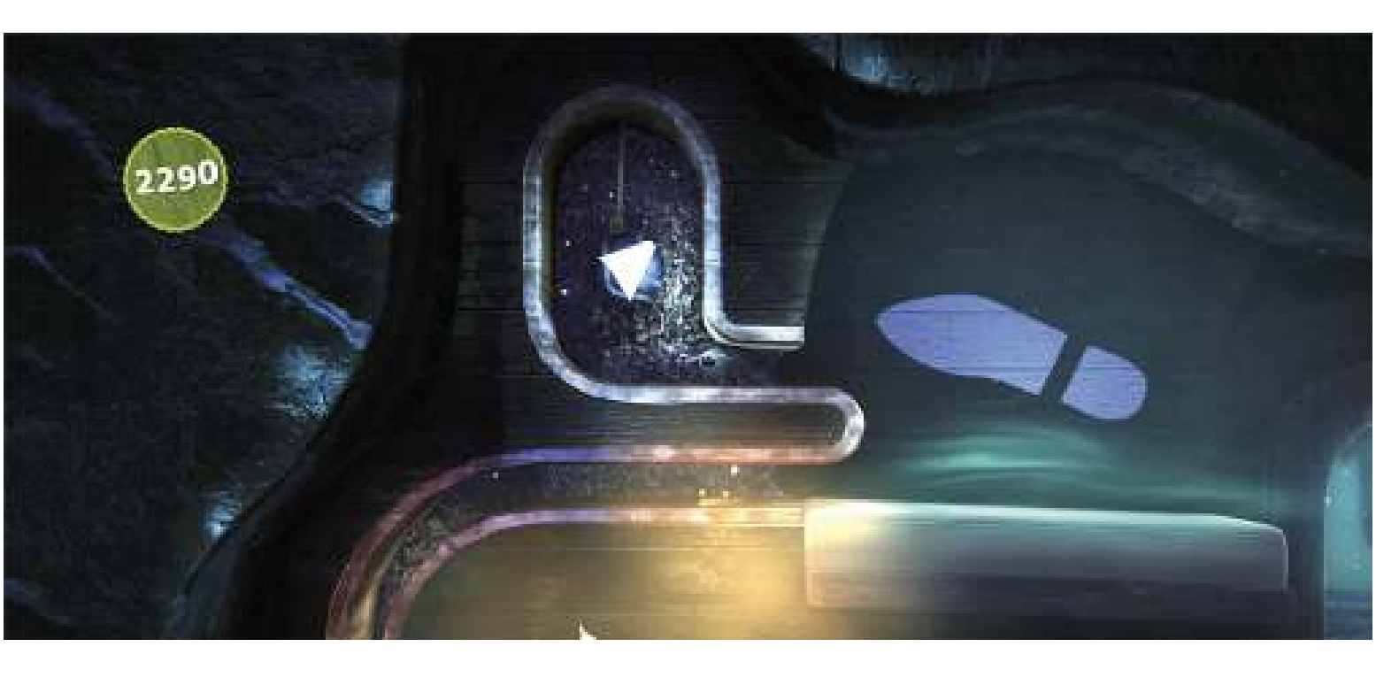


Head back out, and ascend the sloped ramps to the right. They cut back to the left and lead to a lone Prize Bubble that surrenders the **Black Jean Rivet Decoration**.



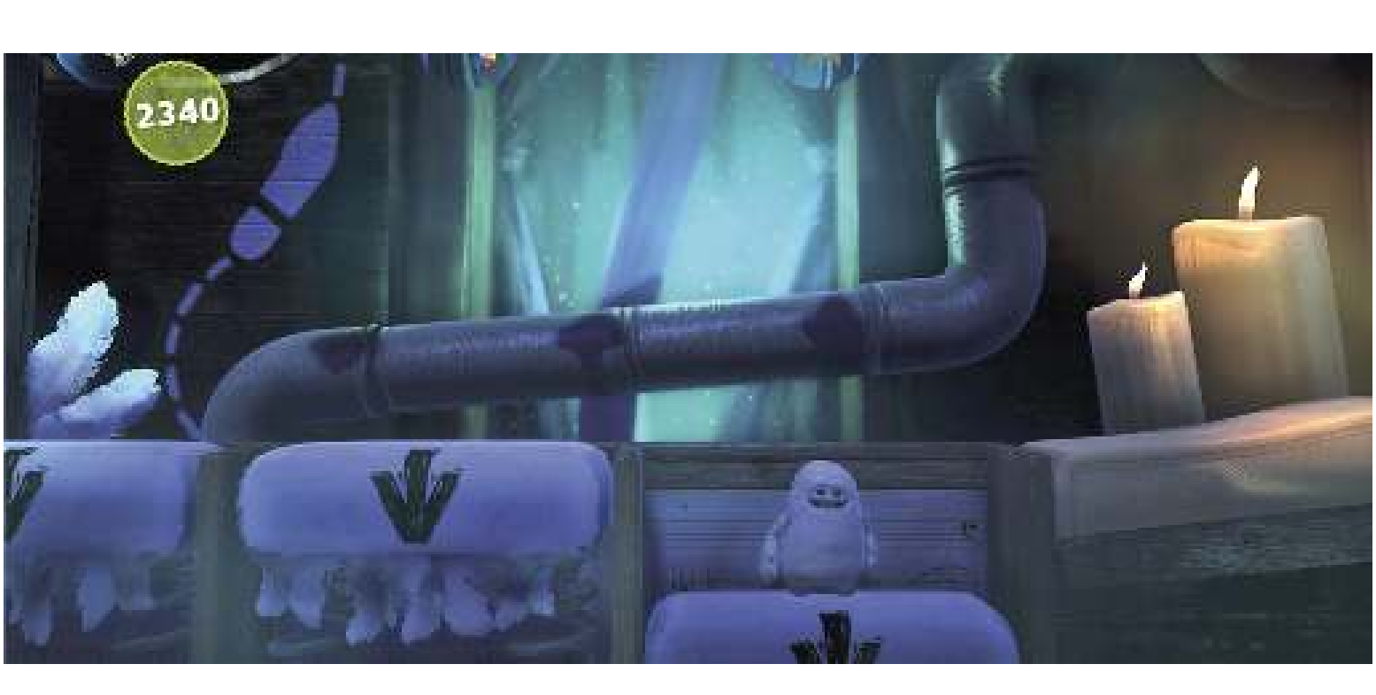
Grab the winged sponge, and swing onward. Take the higher of the two tiny openings to first reach a Prize Bubble nestled away. Its **Paper Peelback Decoration** is now yours.

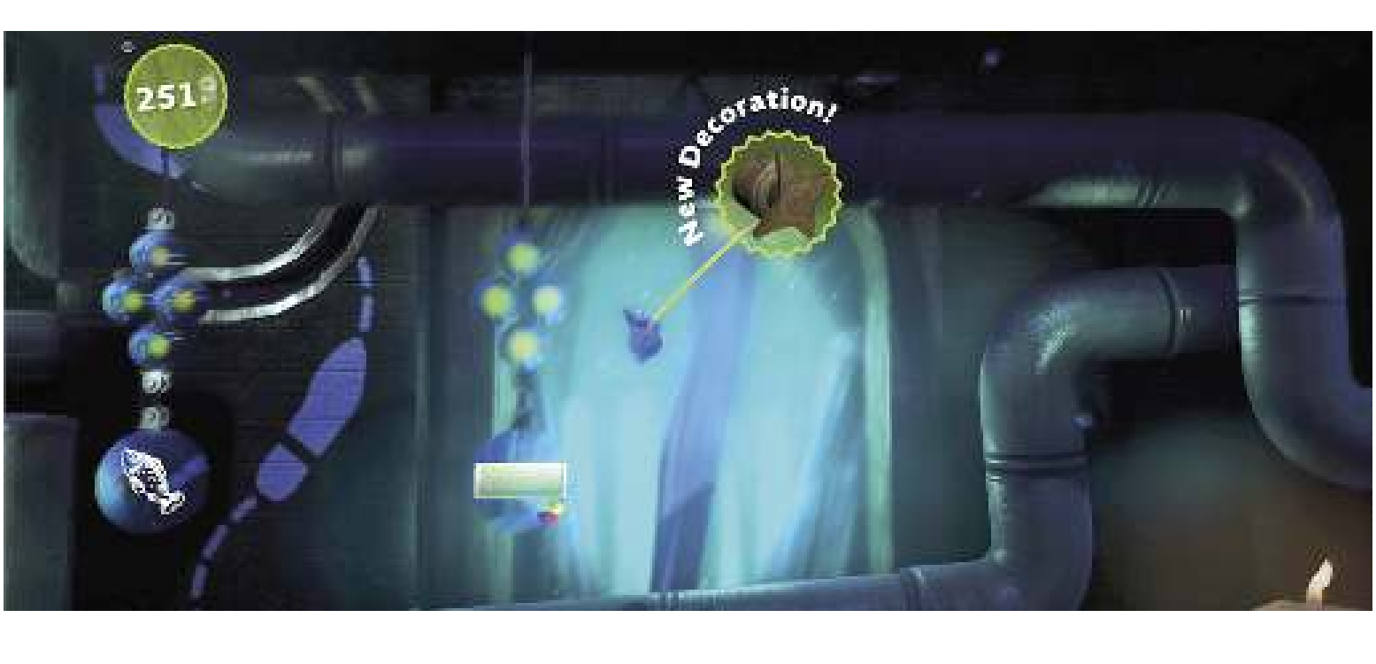


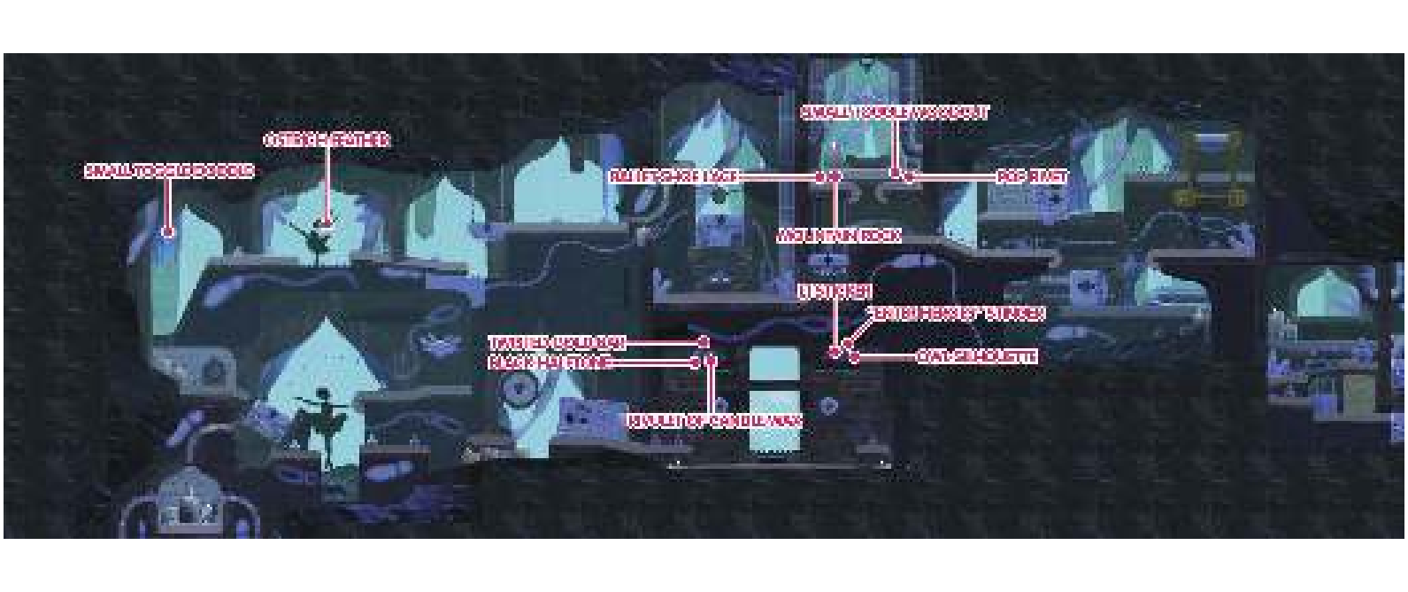


Somewhat high above the white platforms here are single Prize Bubbles. Stand on a white platform, and transfer to big Toggle. This added weight pushes down the spring-mounted platforms.

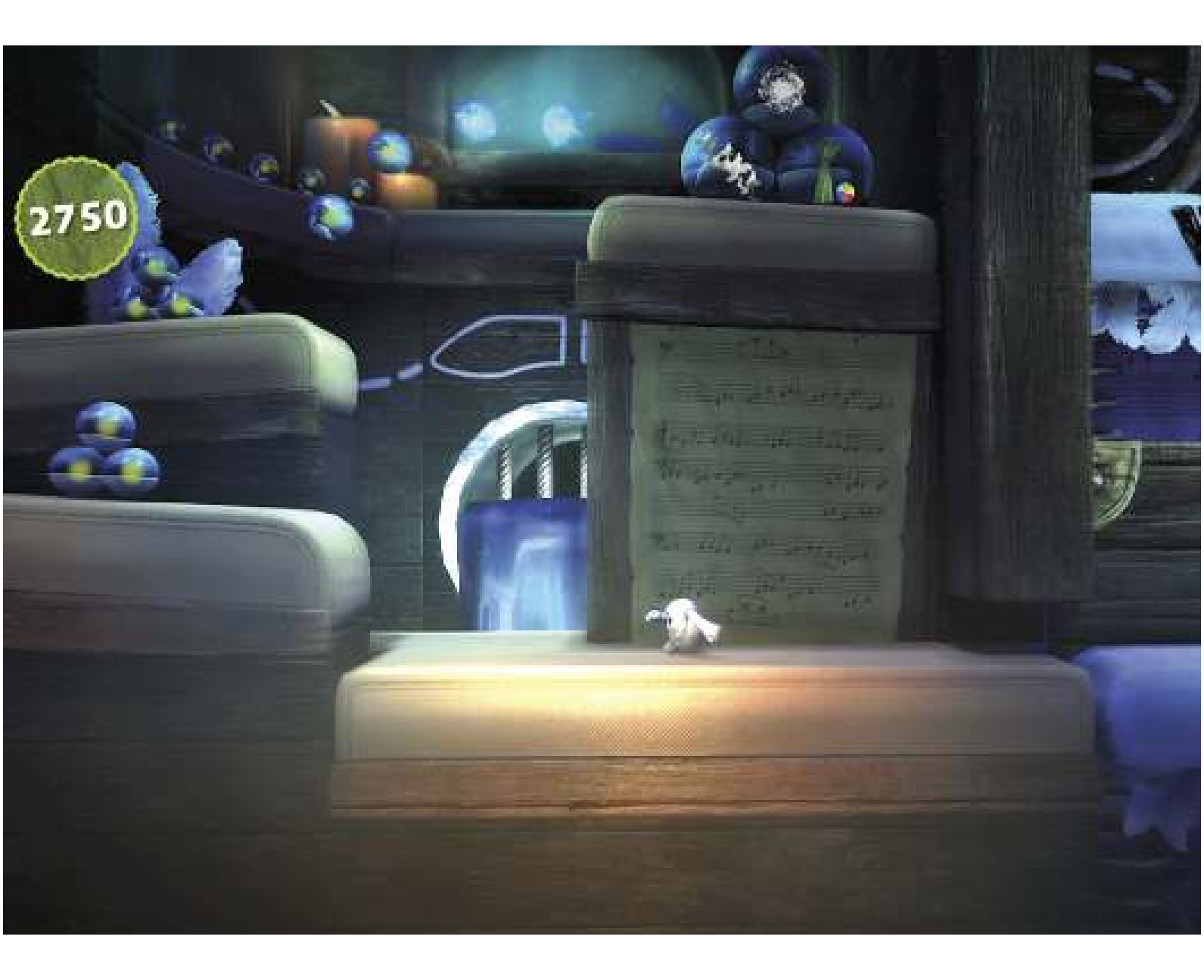
Switch back to little Toggle. The decrease in weight causes the platform to spring back into position and fling Toggle way up. Use this to pop three different Prize Bubbles here. They provide the **Diving Helmet Piece 6 Decoration**, **Bronze Pipe–Small Decoration**, and **Woodcut Fish Sticker**.




2510
New Decoration!

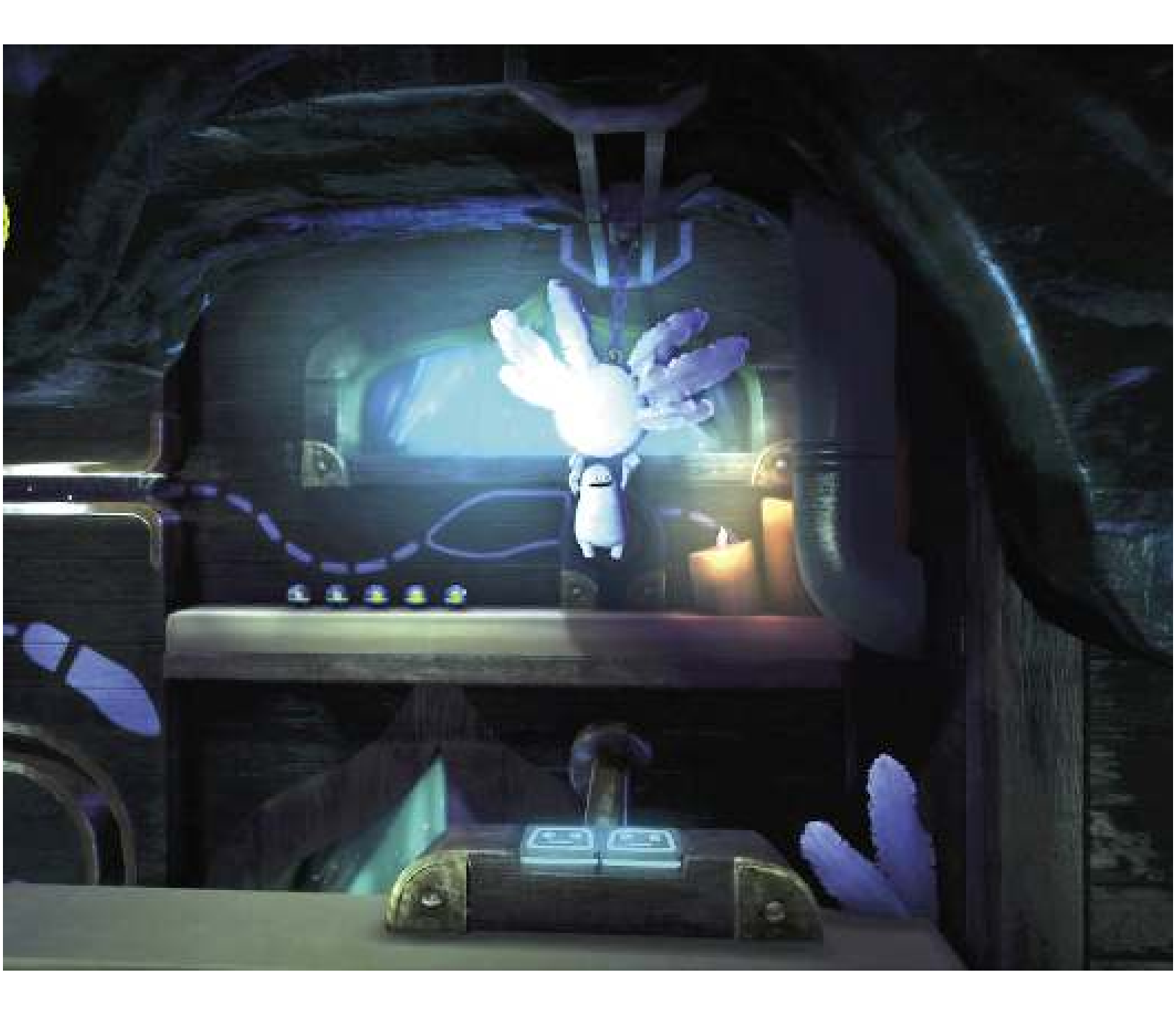

OSTRICH FEATHER
SMALL TOGGLE DOODLE
SMALL TOGGLE WOODCUT
BALLET SHOE LACE
POP RIVET
MOUNTAIN ROCK
L1 STICKER
"ENTER HEROES" STINGER
OWL SILHOUETTE
TWISTED GOLD BAR
BLACK HALFTONE
RIVULET OF CANDLE WAX

A tucked-off area to the left is well worth your time before moving on. Climb up to easily reach three Prize Bubbles for the **Feather Trim Decoration**, **Tied Back Curtain Decoration**, and **White Paint Splat Sticker**.

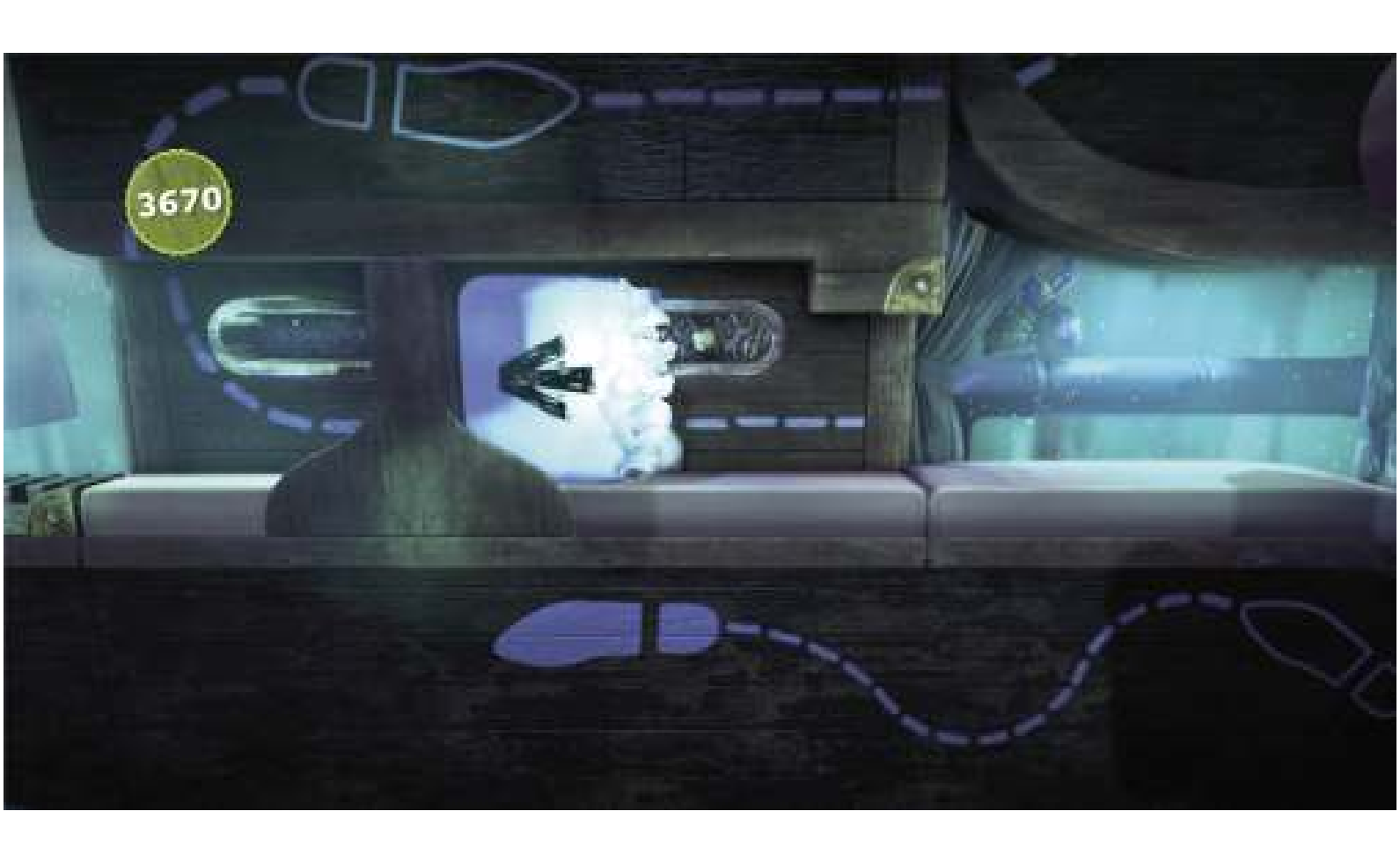


Return to the far left white platforms. Spring from the lower to the higher one, and then vault from the higher one to a solid platform.

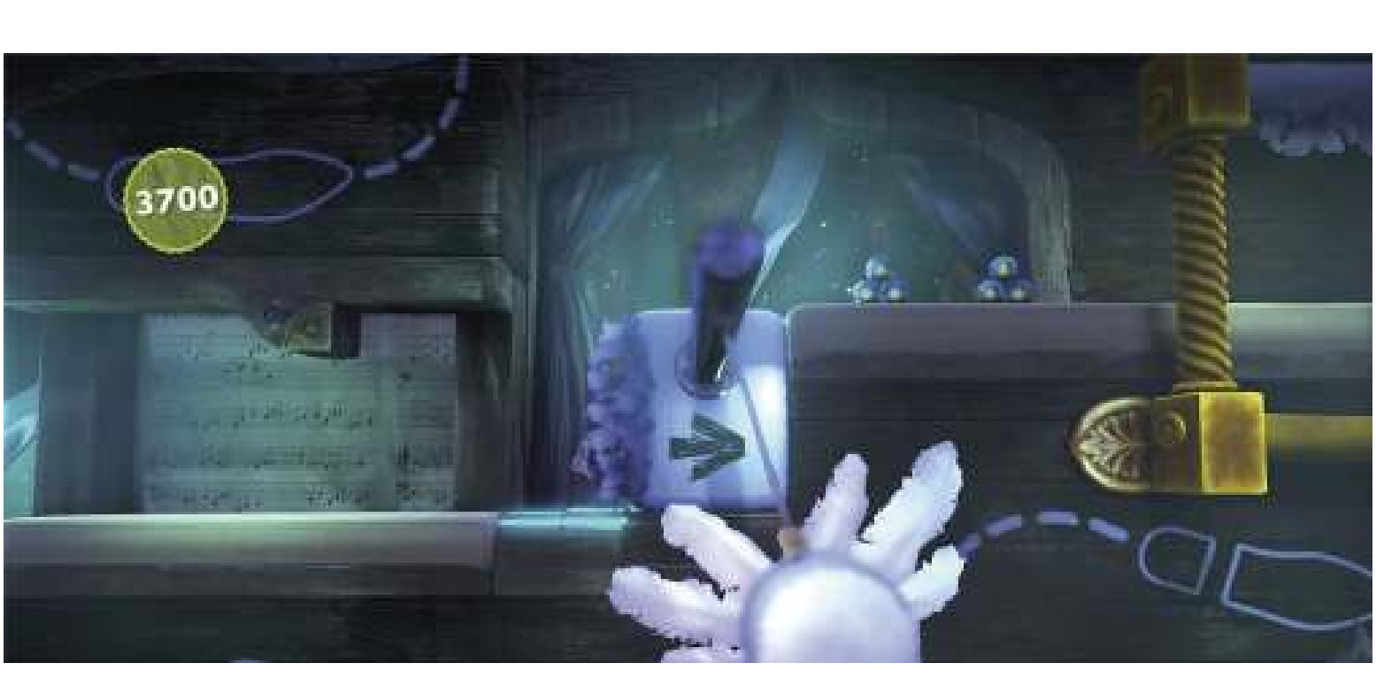
Use the Blue Bounce Pads so Toggle can reach up and grab the sponge. Transform into big Toggle, and he falls into the background layer.

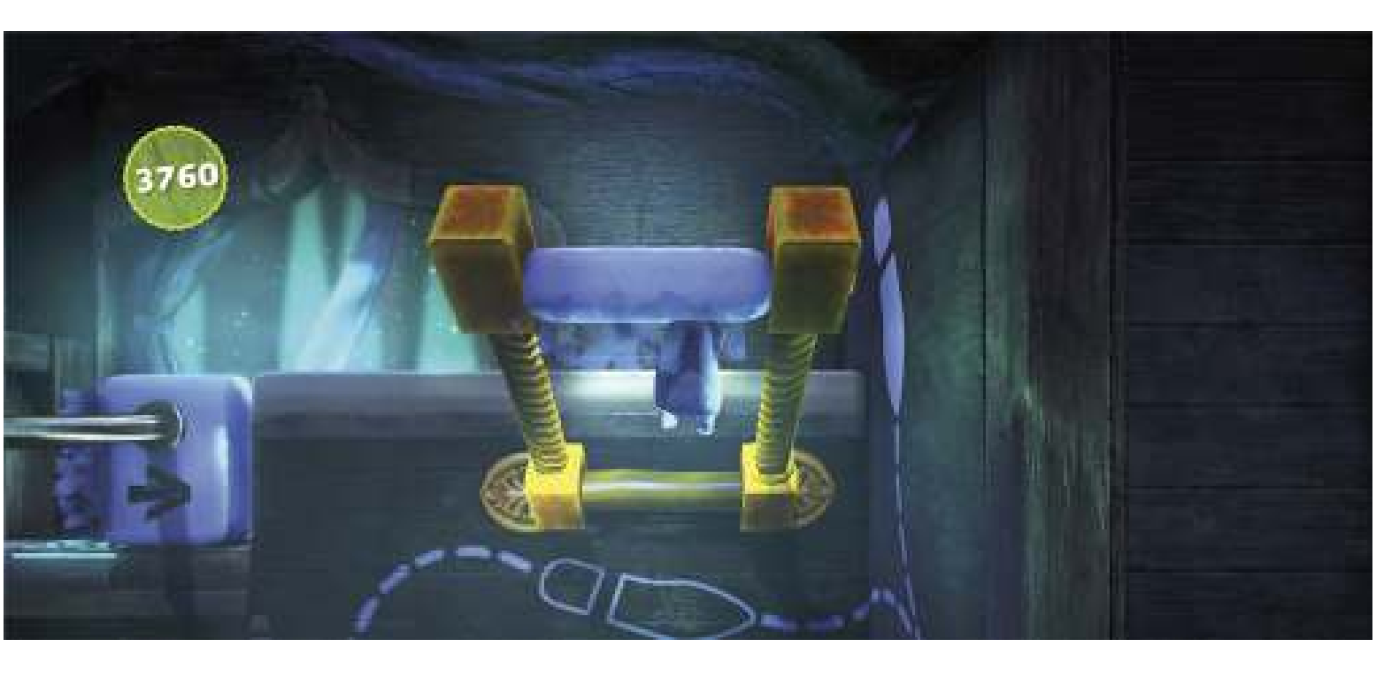


Head to the left, and push the white cube obstacle out of the way. Little Toggle can fit into the revealed passage in the wall.

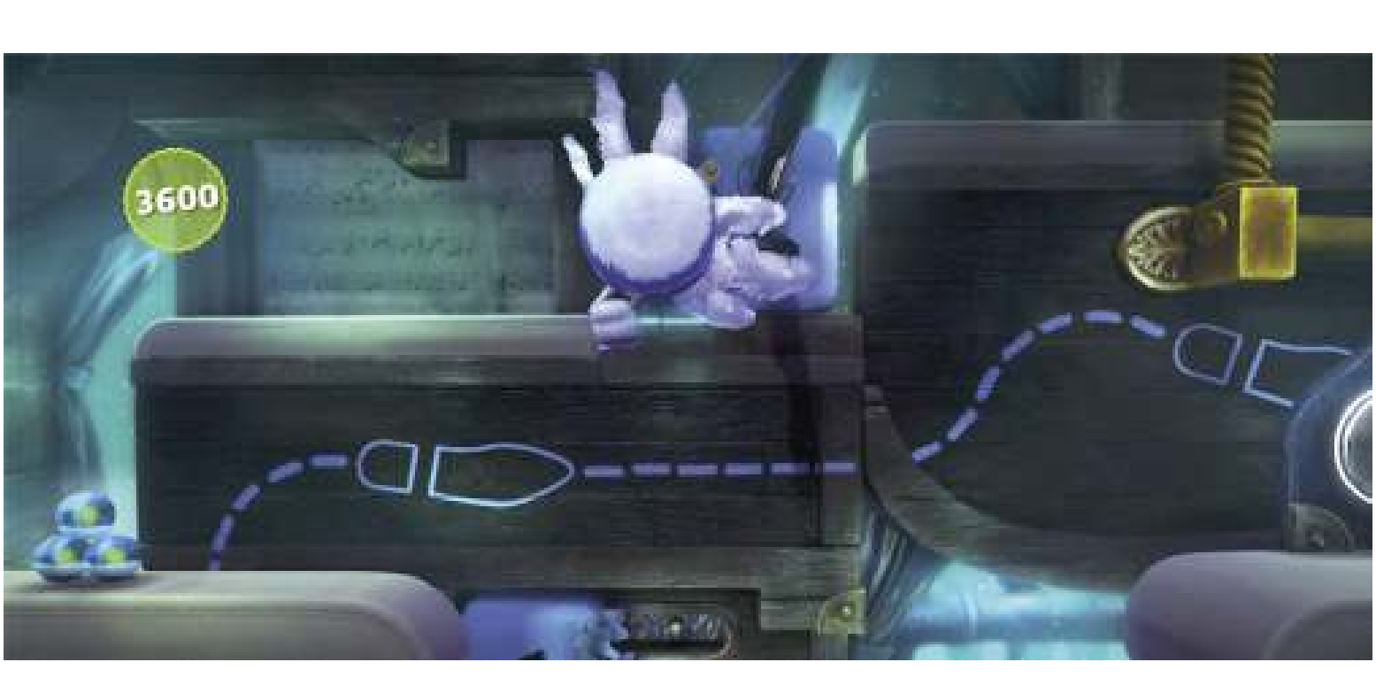


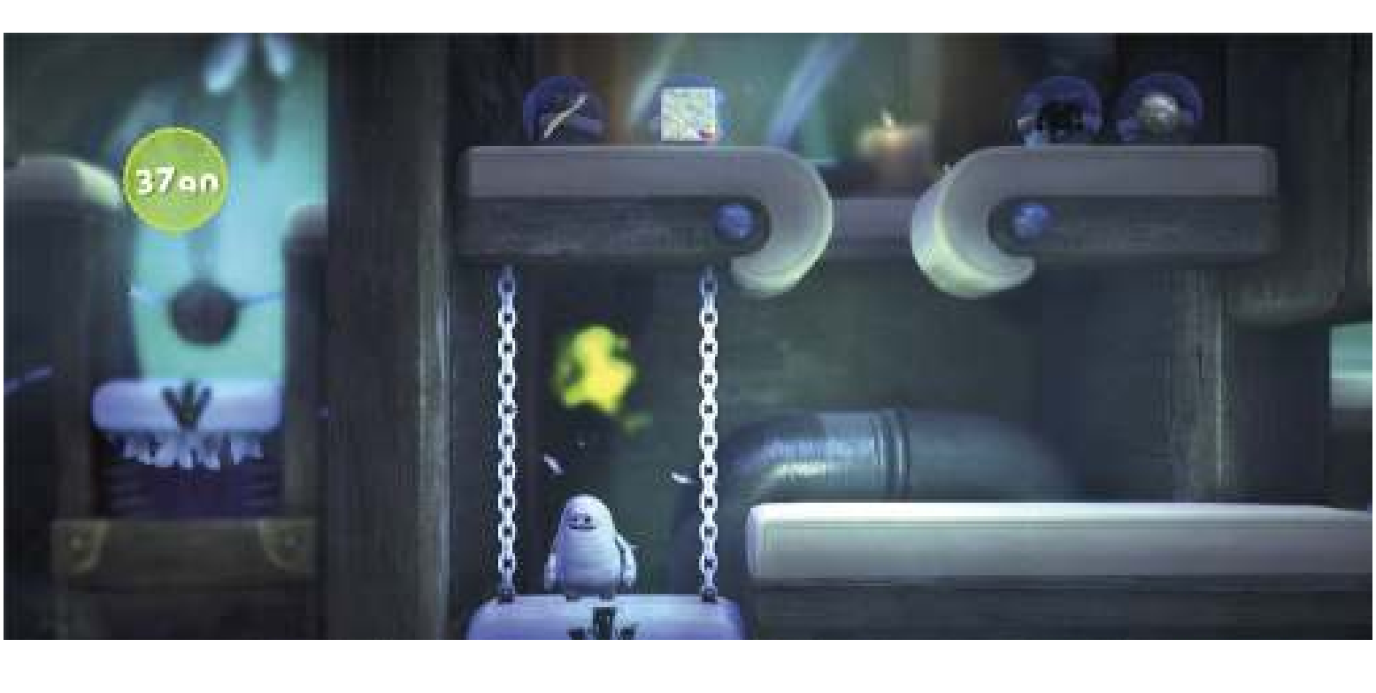
Climb up, and push another white block out of the way as big Toggle. Push it all the way to the right, and take the blue Bounce Pads to go over the top. Moving to the right, jump up and grab the giant handle before turning into big Toggle to pull it down.



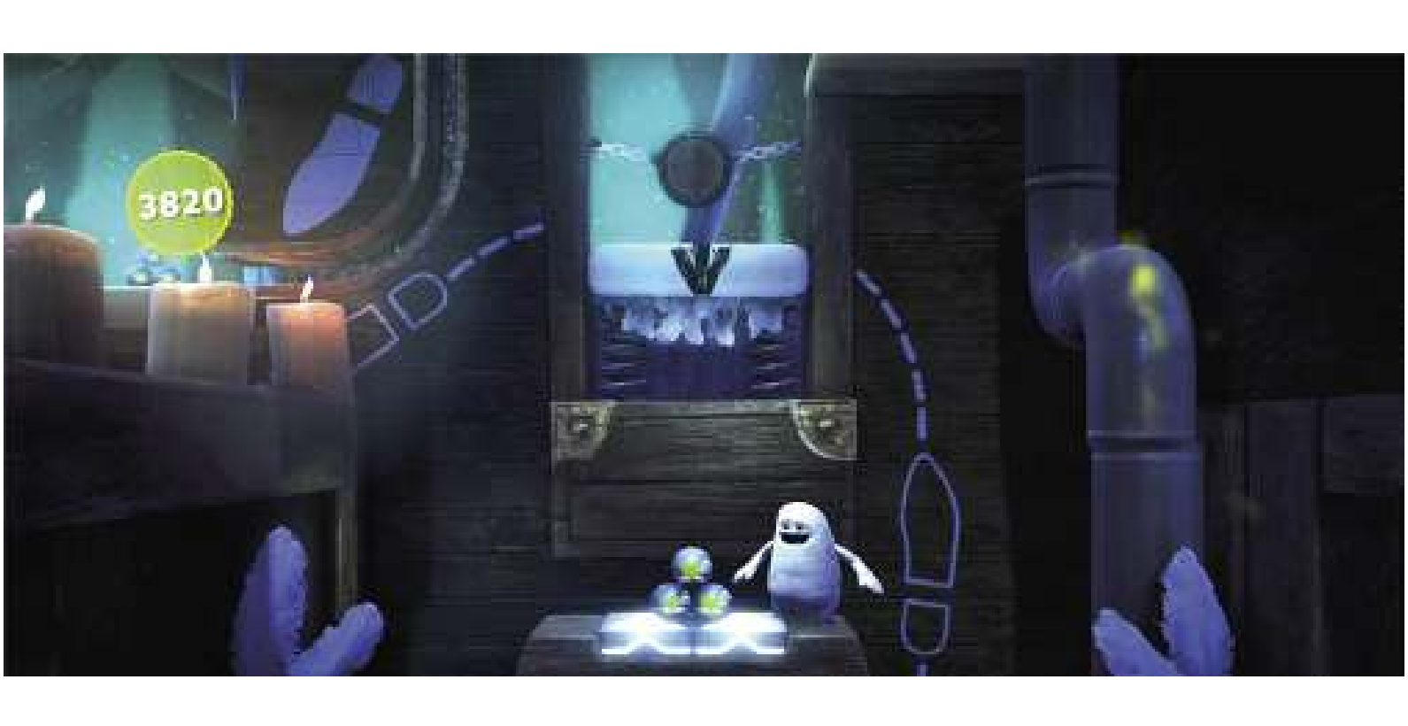


Grab and swing on the sponge to the left, and then weigh down the white platform there as big Toggle.



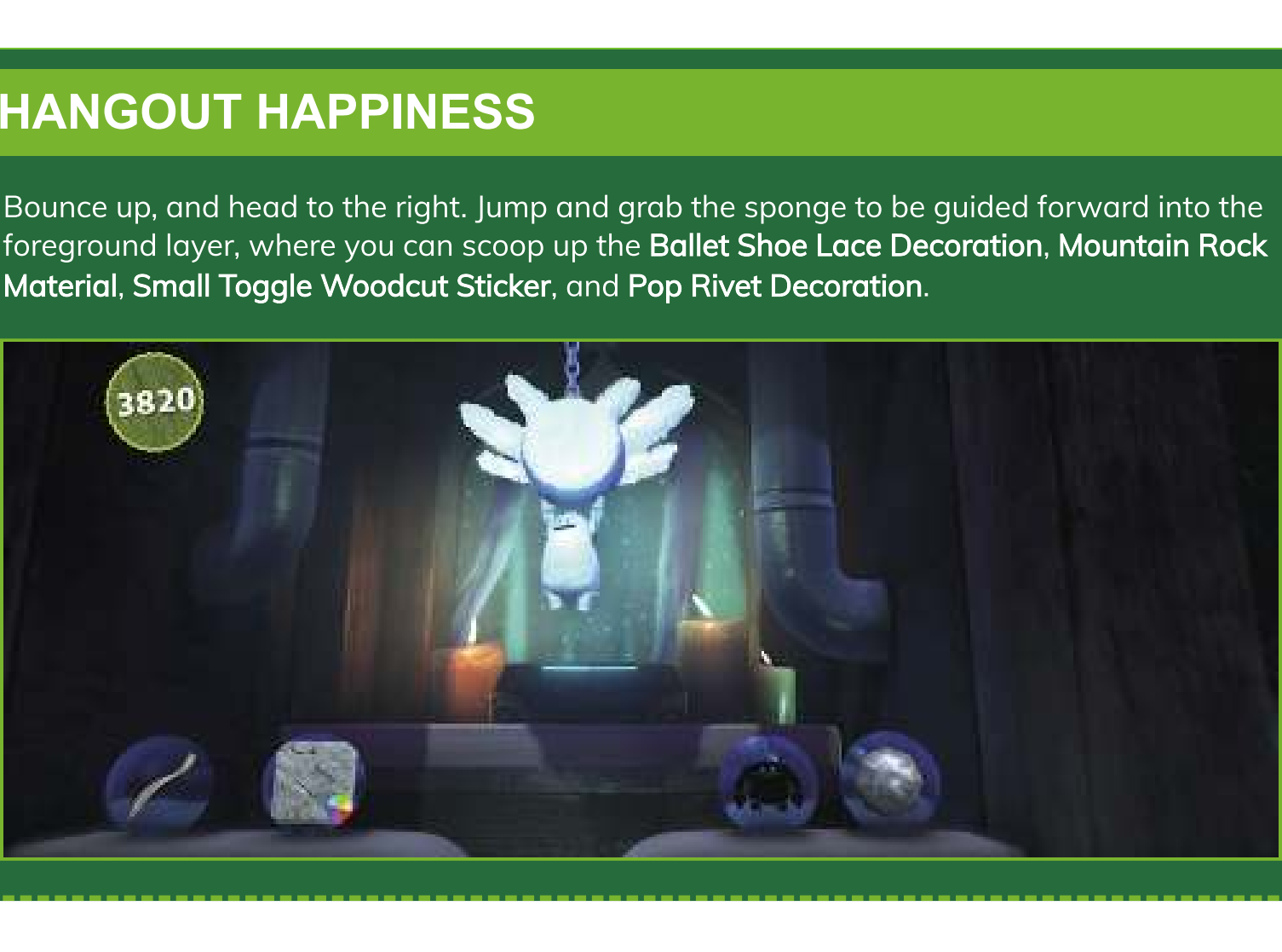


As Toggle proceeds to the left, a pair of Layer Launchers is ready to shoot him to the next Checkpoint.



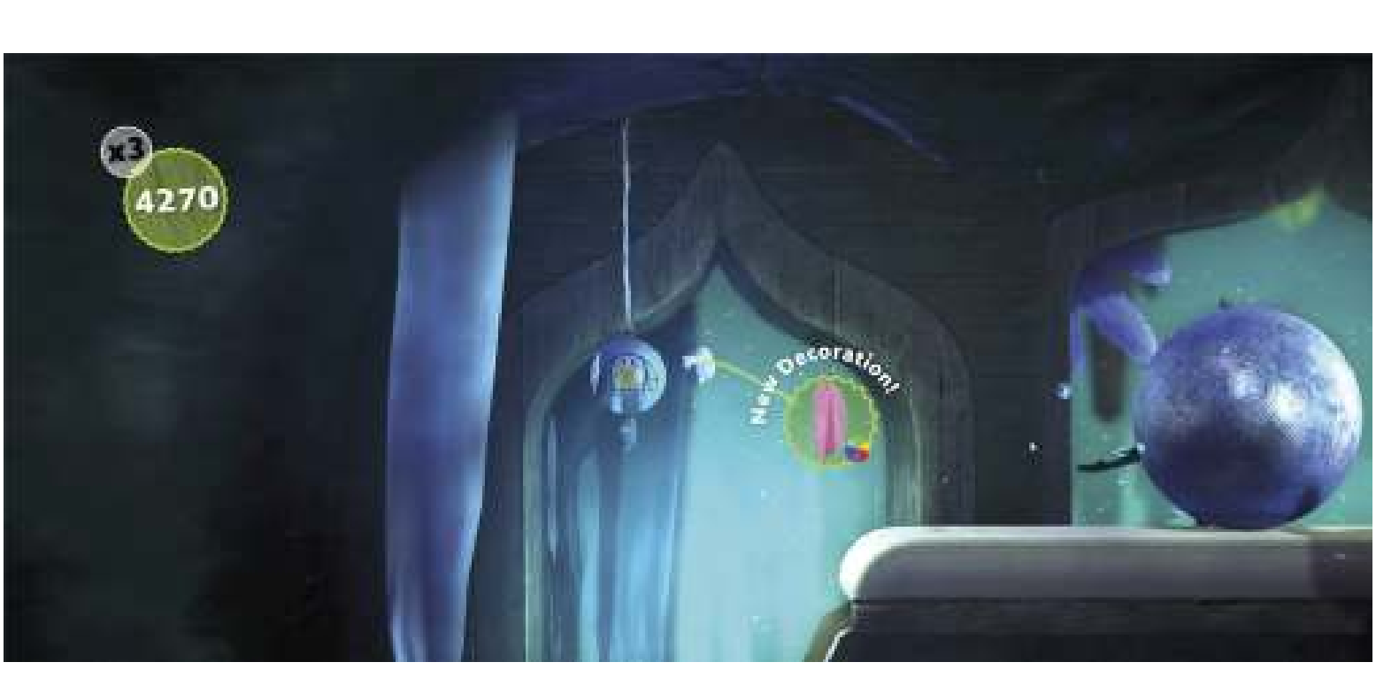
HANGOUT HAPPINESS

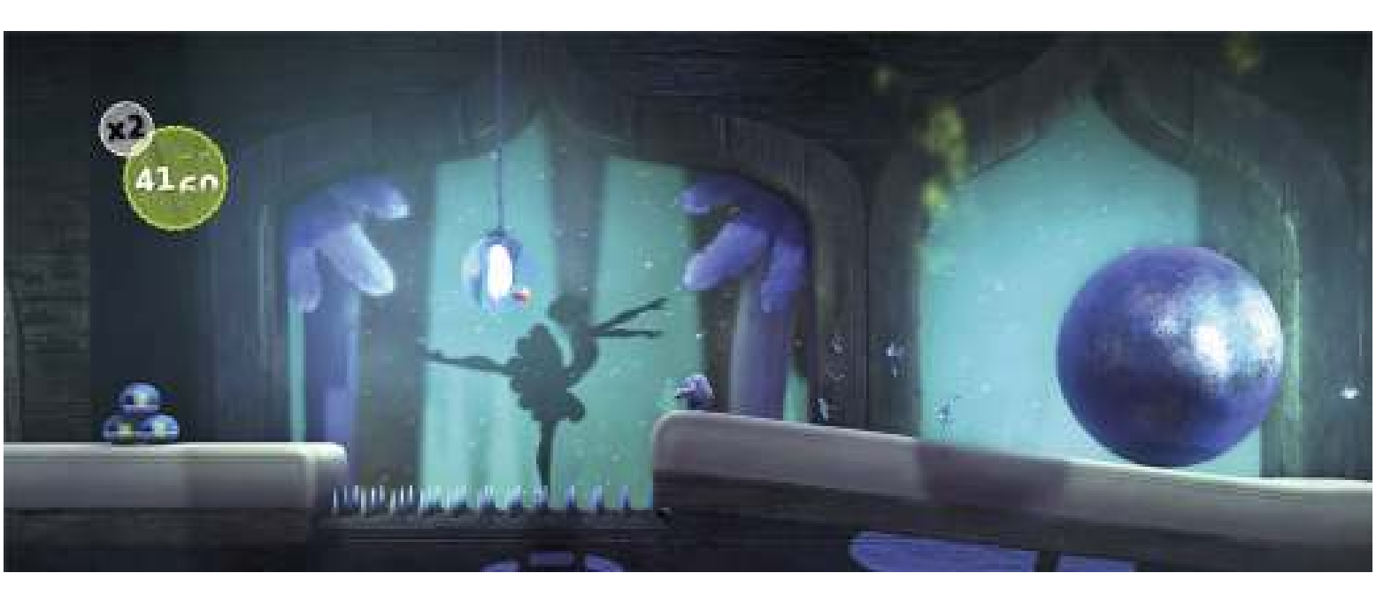
Bounce up, and head to the right. Jump and grab the sponge to be guided forward into the foreground layer, where you can scoop up the **Ballet Shoe Lace Decoration**, **Mountain Rock Material**, **Small Toggle Woodcut Sticker**, and **Pop Rivet Decoration**.

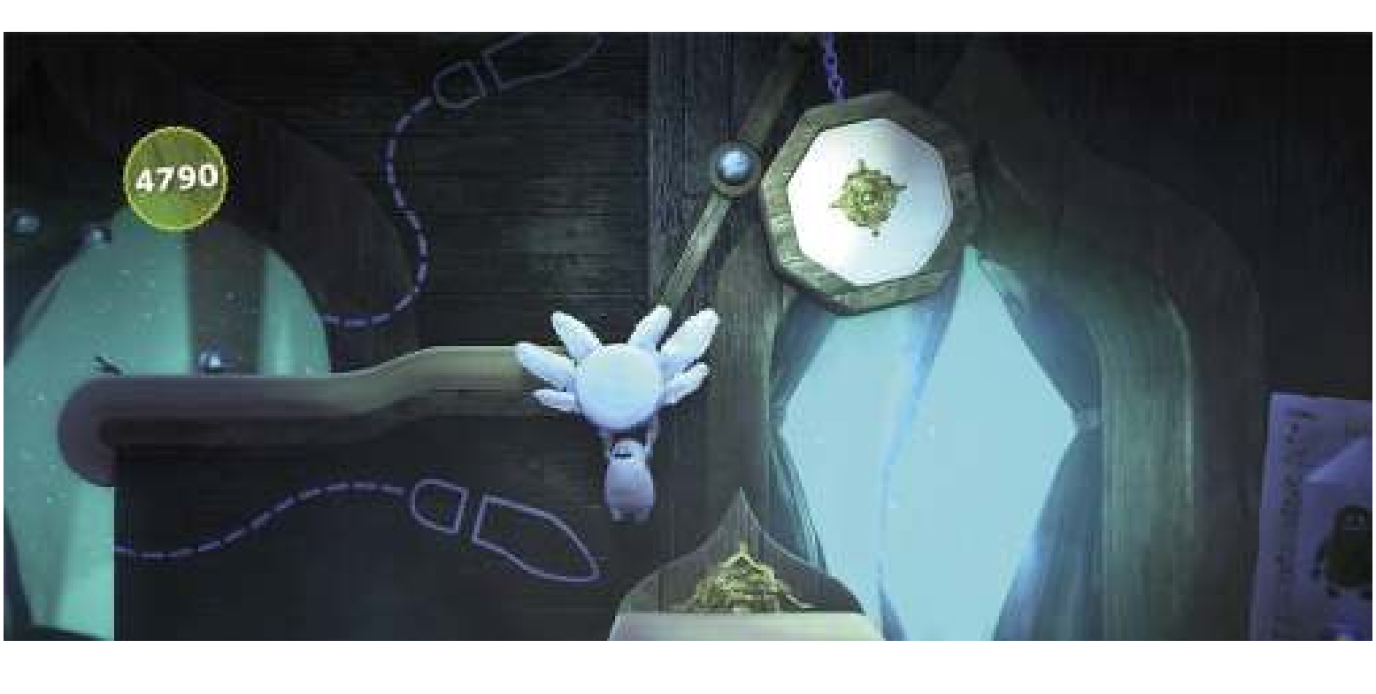


From the Checkpoint, launch Toggle up, and head left. A speedy boulder drops into place behind him, but the key to survival is keeping a cool head. Run over the spikes, and pop the **Ostrich Feather Decoration** Prize Bubble. Then, anticipate another Prize Bubble just ahead that holds the **Small Toggle Doodle Sticker**.

Grab the sponge, and dangle from it as big Toggle. The counterweight rises, and a platform slides into place below.

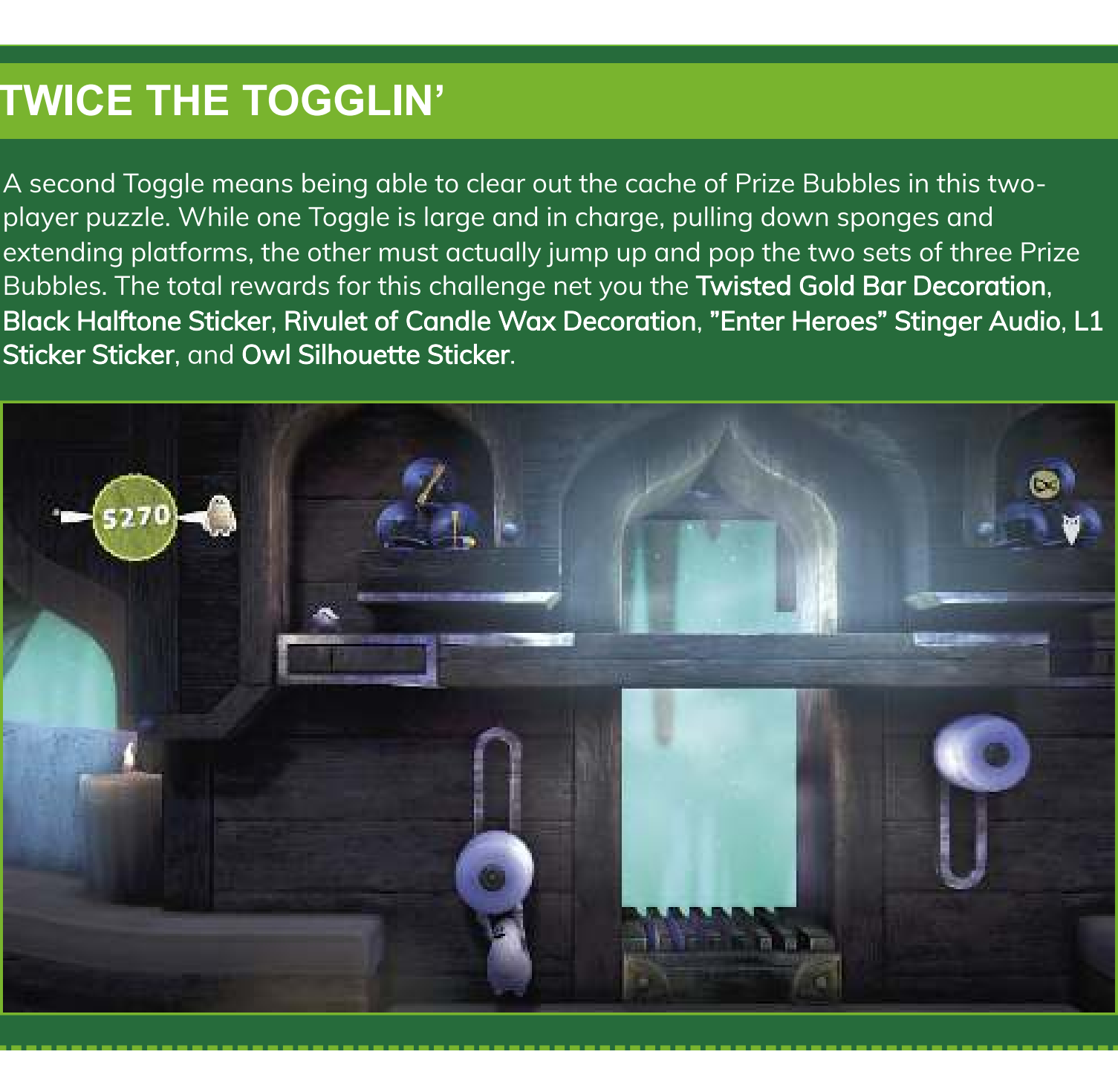

x3
4270
New Decoration!

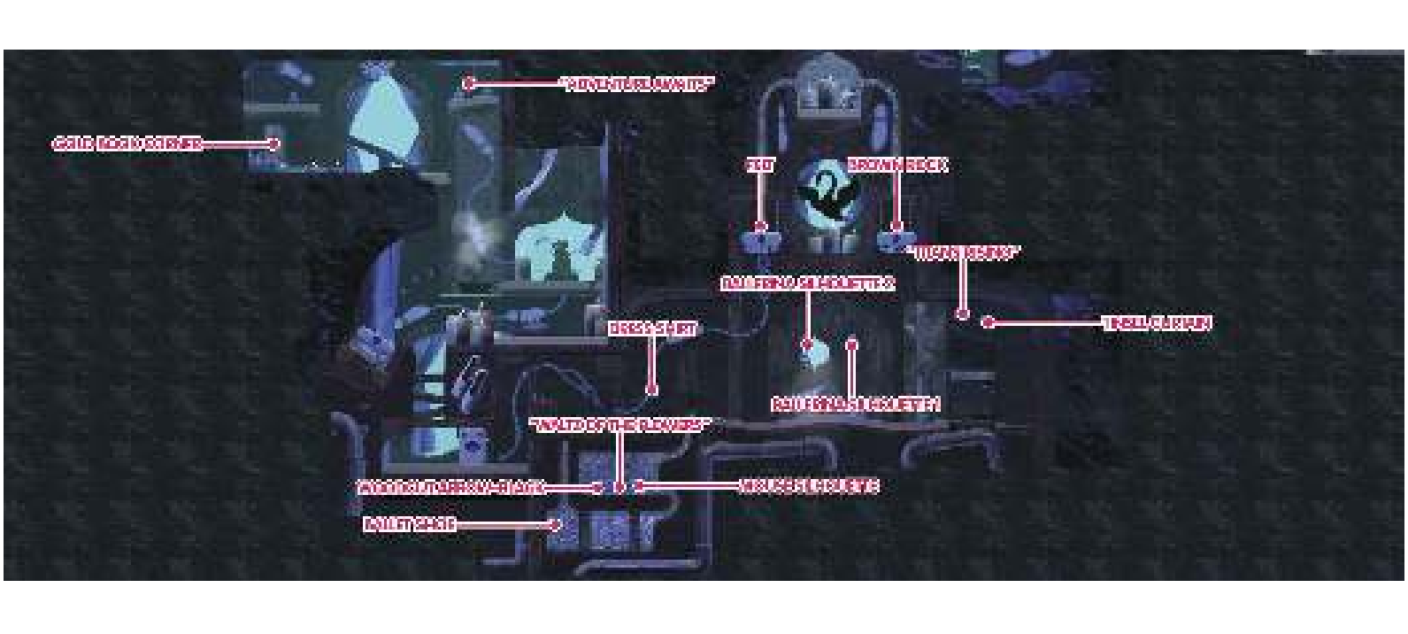




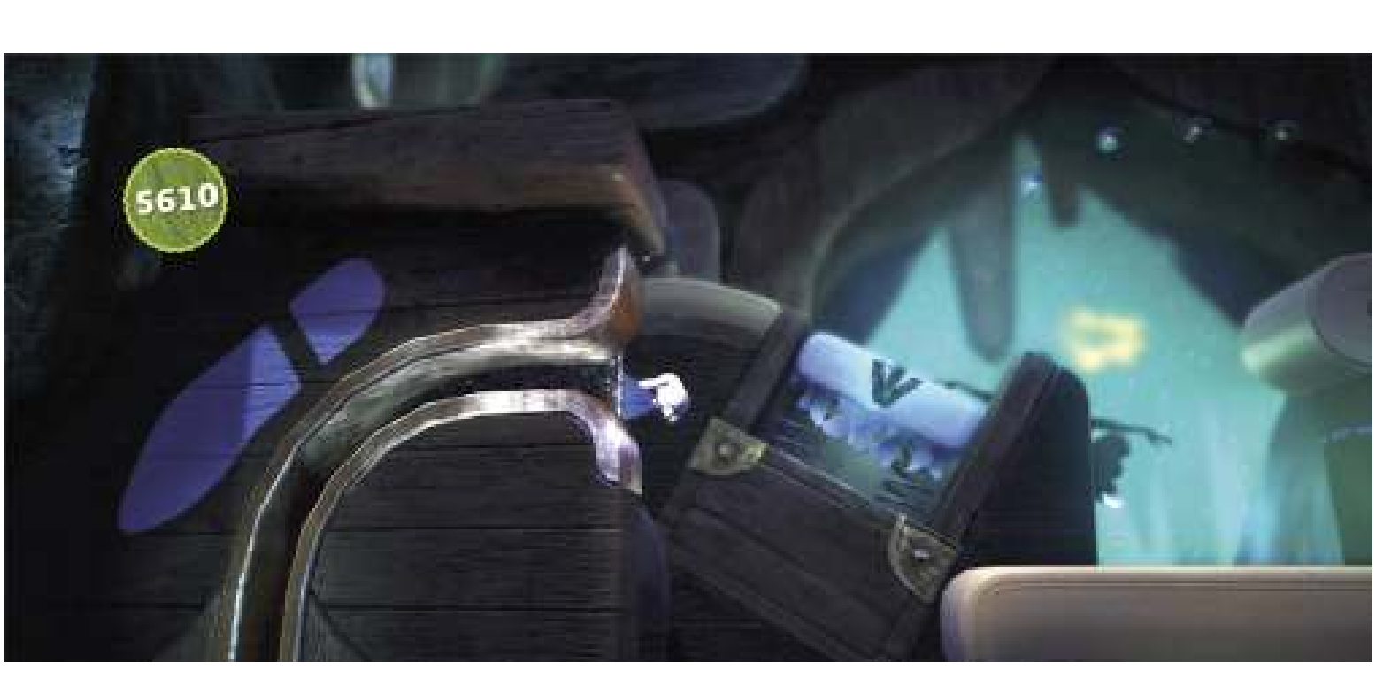
TWICE THE TOGGLIN'

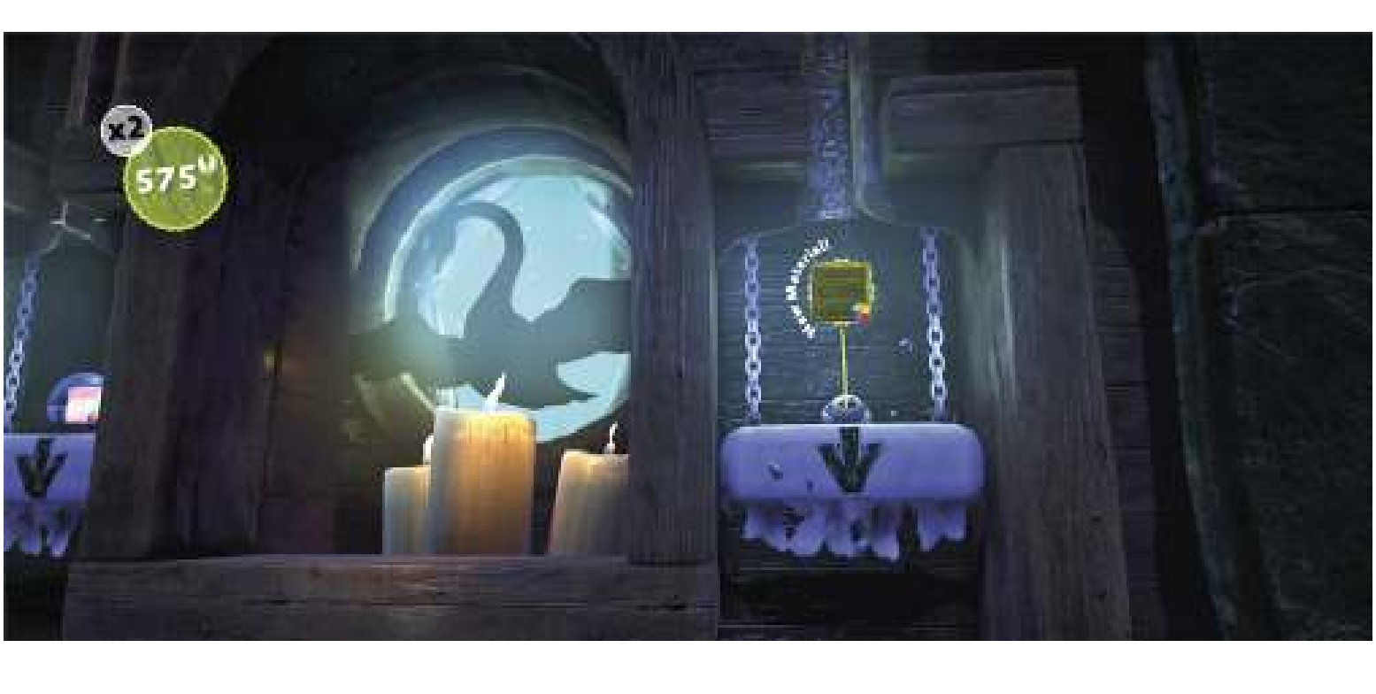
A second Toggle means being able to clear out the cache of Prize Bubbles in this two-player puzzle. While one Toggle is large and in charge, pulling down sponges and extending platforms, the other must actually jump up and pop the two sets of three Prize Bubbles. The total rewards for this challenge net you the **Twisted Gold Bar Decoration**, **Black Halftone Sticker**, **Rivulet of Candle Wax Decoration**, **"Enter Heroes" Stinger Audio**, **L1 Sticker Sticker**, and **Owl Silhouette Sticker**.



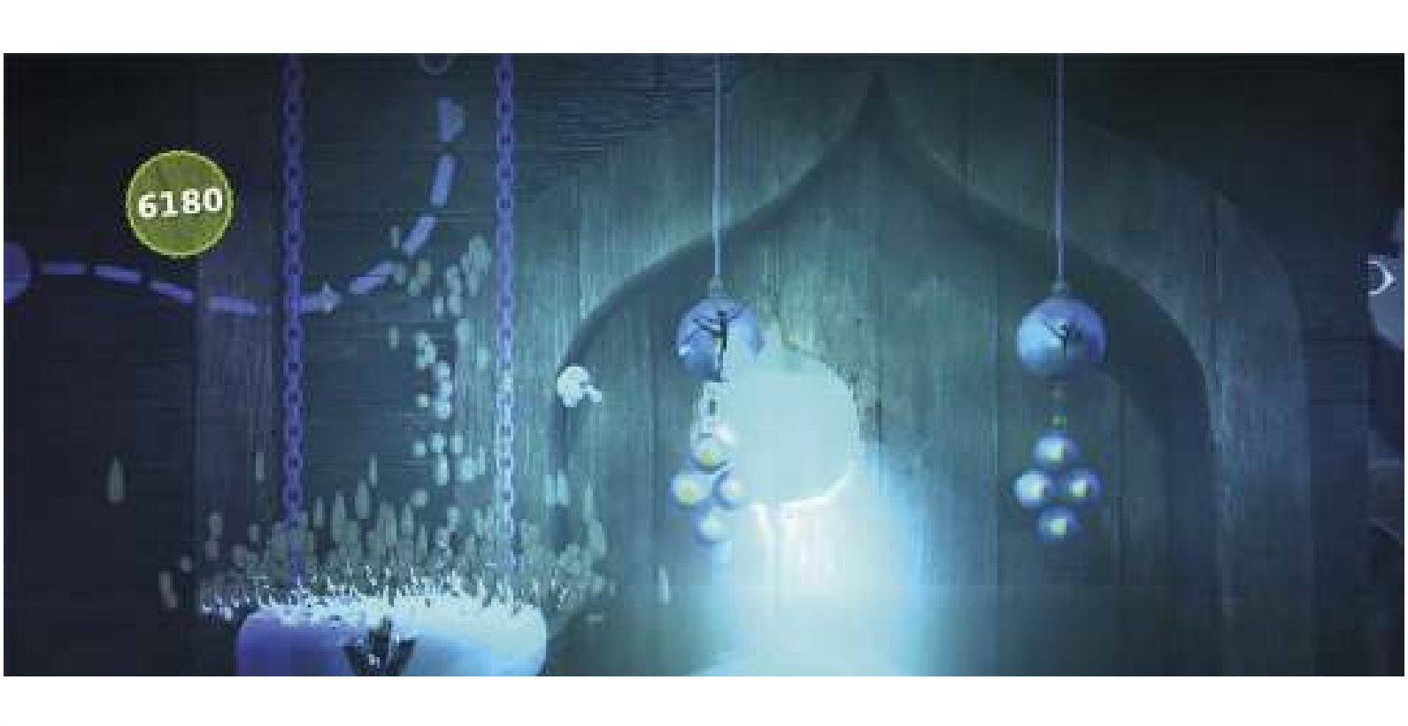

"ADVENTURE AWAITS"
GOLD BOOK CORNER
FELT
BROWN ROCK
"TITANS RISING"
BALLERINA SILHOUETTE 2
TINSEL CURTAIN
DRESS SHIRT
BALLERINA SILHOUETTE 1
"WALTZ OF THE FLOWERS"
WOODCUT ARROW–BLACK
MOUSE SILHOUETTE
BALLET SHOE

Run to the left, and take a jump that clears the spikes. Nimbly moving through the narrow passage, Toggle hits a fork with a different Prize Bubble down each side. Drop to the left, and receive the **Felt Material**. Fall down the right side, and the **Brown Rock Material** is yours.



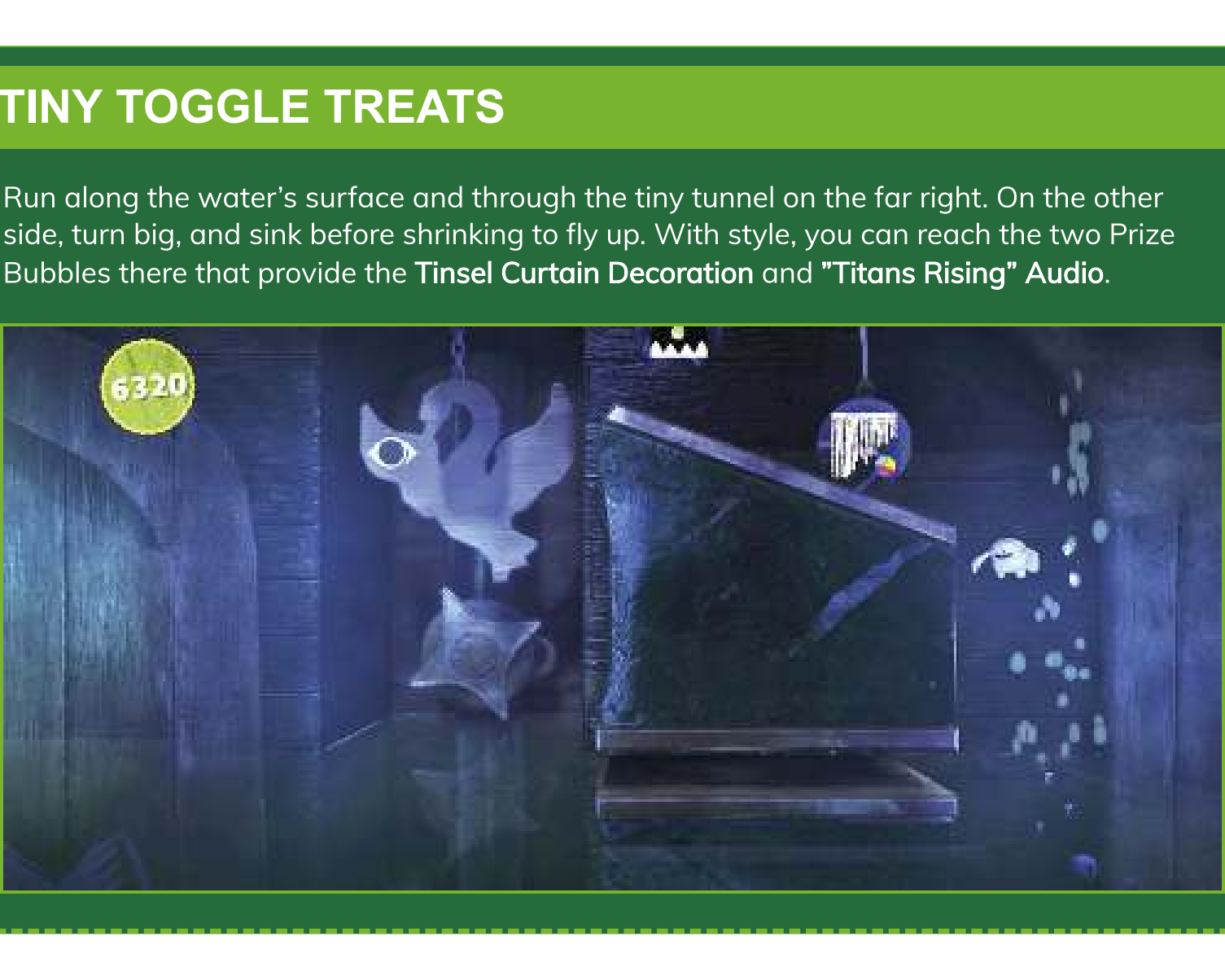

x2
5750
New Material!

No matter which way you choose, Toggle winds up in the water below. Blow him up to sink, and then shrink down to cause him to fly up. This action ought to be enough to reach the two overhead Prize Bubbles that bear the **Ballerina Silhouette 2 Sticker** and **Ballerina Silhouette 1 Sticker**.



TINY TOGGLE TREATS

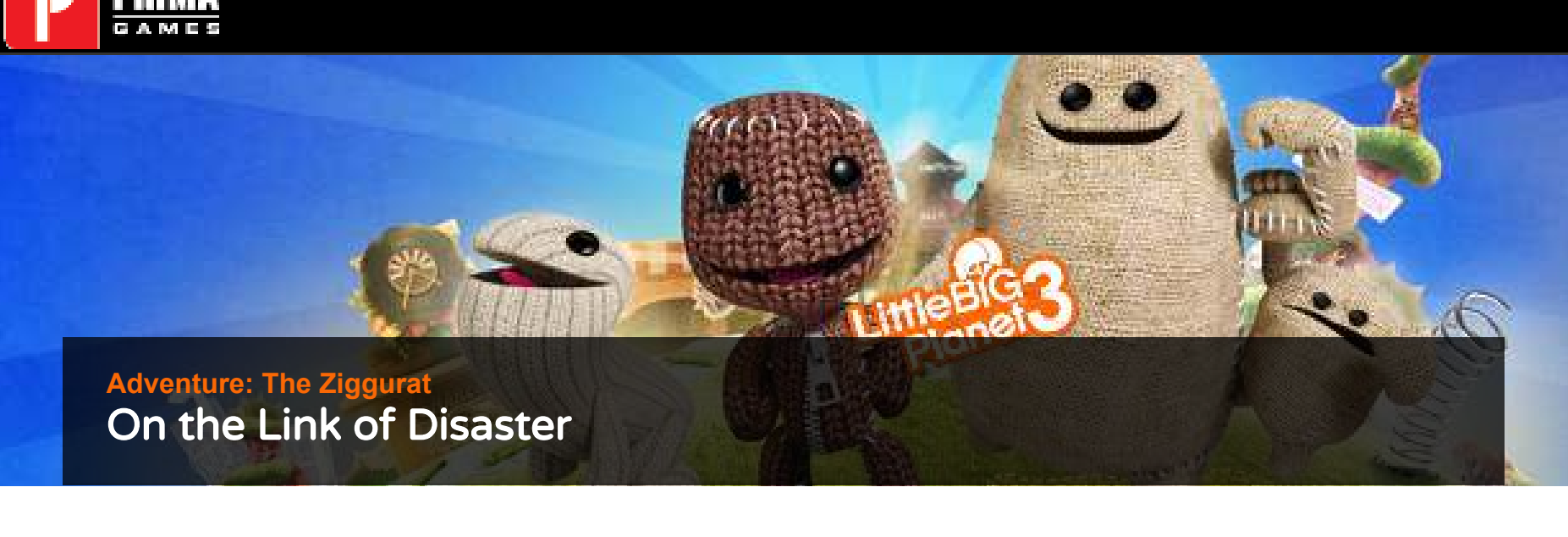
Run along the water's surface and through the tiny tunnel on the far right. On the other side, turn big, and sink before shrinking to fly up. With style, you can reach the two Prize Bubbles there that provide the **Tinsel Curtain Decoration** and **"Titans Rising" Audio**.



GOING, GOING, SWAN

Once again, return to this level after you've beaten it. This time, take the Swan Silhouette 2 Sticker you were awarded to put it up.

With the water levels lowered, you can squeeze into new areas. The first chamber has



Adventure: The Ziggurat

On the Link of Disaster

Prize Bubble Pick-Ups

☑ STICKERS
- ☐ WOODCUT ROOSTER
- ☐ WOODCUT LEAF
- ☐ WOODCUT PEACOCK
- ☐ WOODCUT BEAR 2
- ☐ WOODCUT BABAYAGA FOREST
- ☐ WOODCUT FLOWER
- ☐ TRAIN CREST
- ☐ ZIGGURAT BEARD
- ☐ WOODCUT BABAYAGA 1
- ☐ BALLET POSTER
- ☐ PICTURE FRAME EDGE
- ☐ CORNER DECORATION
- ☐ COSSACK POSTER
- ☐ BOTTLE LABEL 2

☑ MATERIALS
- ☐ OLD BRASS
- ☐ CARVED GRAPEVINE
- ☐ BRASS FLOOR
- ☐ MERINGUE
- ☐ GEOMETRIC GOLD
- ☐ JADE & GOLD
- ☐ DARK VARNISH
- ☐ MARBLE
- ☐ MAZE PATTERNED WOOD
- ☐ WHITE MARBLE
- ☐ BEATEN GOLD

☑ DECORATIONS
- ☐ INCENSE BURNER
- ☐ IRON DOOR KNOCKER
- ☐ PADLOCK
- ☐ RED BOOKMARK
- ☐ TASSEL
- ☐ COWBELL
- ☐ CORNER DECORATION
- ☐ BRASS ORGAN PIPES
- ☐ ORNATE CLOCK HAND 2
- ☐ ORNATE CLOCK HAND 1
- ☐ GOLD DOUBLE HEADED DRAGON
- ☐ LEVER
- ☐ LONG BRASS PIPE

☑ OBJECTS
- ☐ FIDDLE
- ☐ INCENSE BURNER
- ☐ METAL RING
- ☐ LEAD PIPE-CONNECTOR
- ☐ HANGING LANTERN

☑ AUDIO
- ☐ "HERO THEME"
- ☐ "...AND FOR MY NEXT TRICK..."
- ☐ "BAD DUDE"
- ☐ "VITIUM IN OPERE"

Level Complete Gifts

☑ MATERIALS
- ☐ RUSSIAN SCRIPT

☑ PRIZE
- ☐ PAPAL MACHE

☑ BACKGROUND
- ☐ ZIGGURAT

Collected All Gifts

☑ MATERIALS
- ☐ ROPED GOLD

☑ PRIZES
- ☐ CANDELABRA
- ☐ MATRYOSHKA DOLL HEAD

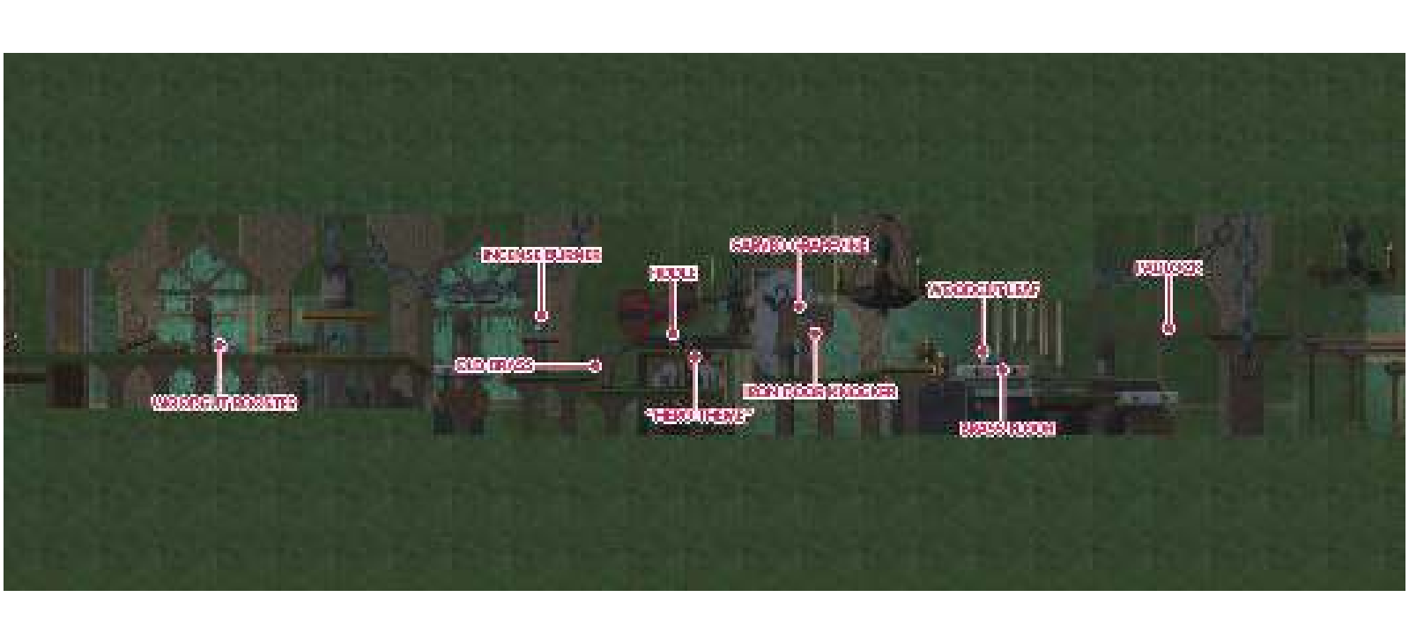
Aced Level Gifts

☑ PRIZES
- ☐ TITAN ORB
- ☐ CHAIN LINK 1

☑ PRIZES
- ☐ CHAIN LINK 2

Toggle, Oddsock, and your sack person follow the vacuuming of creativity to find and confront Newton. He gleefully proclaims that he has possession of Bunkum's Creative Heart.

Newton's unimpressed by the addition of Toggle to the ranks and insists that he can't be stopped. Using his powers, he animates the many chains and locks to summon a relentless monster. The only good option here is: RUN!

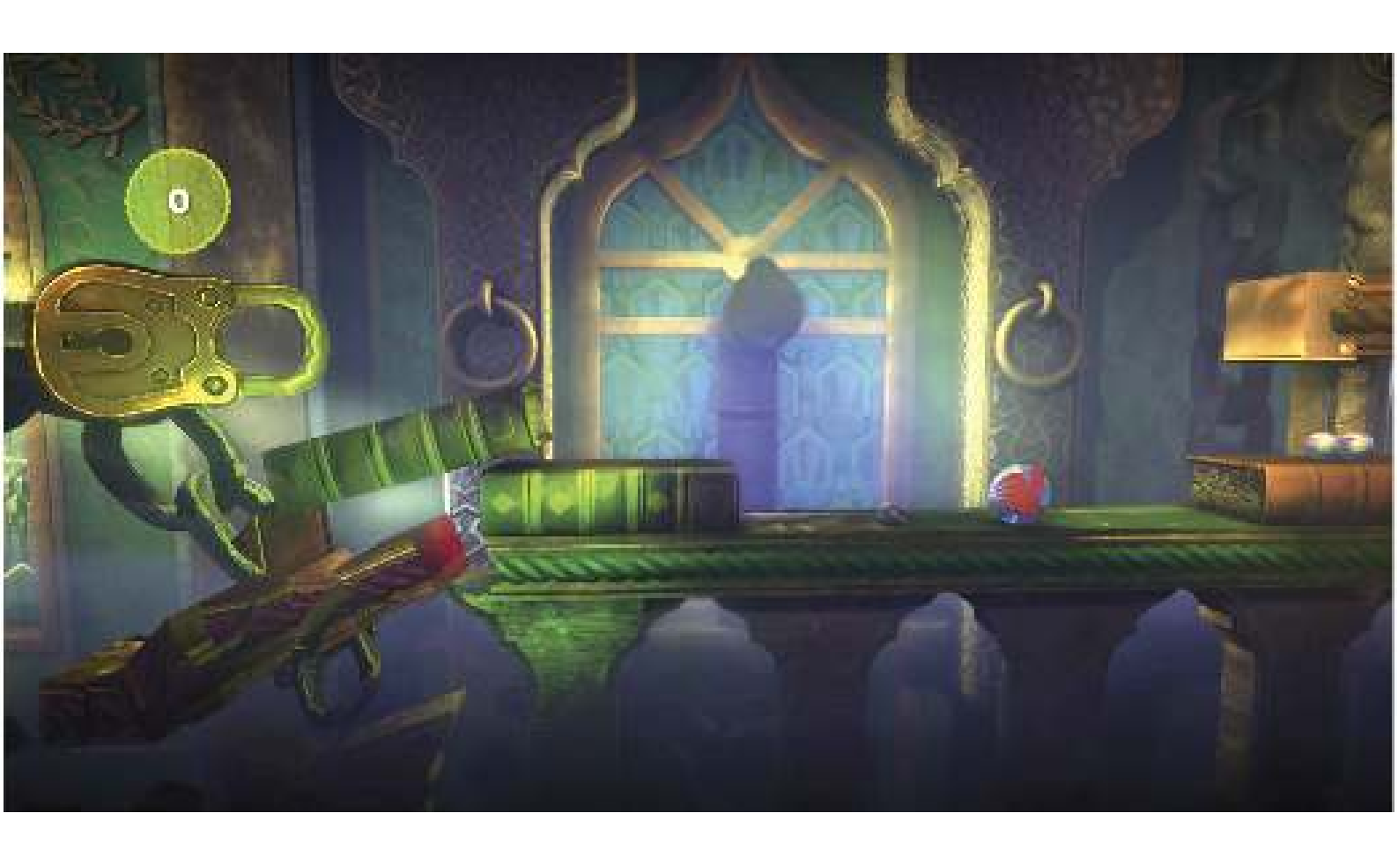


MISSING LINKS

Heading the Right Way

Never slow down for a second, or you risk falling to the flailing limbs made of chains and locks. Remember that Toggle moves much faster in his small form.

Scale over and past the books on the right to pop a Prize Bubble bearing the **Woodcut Rooster Sticker**.

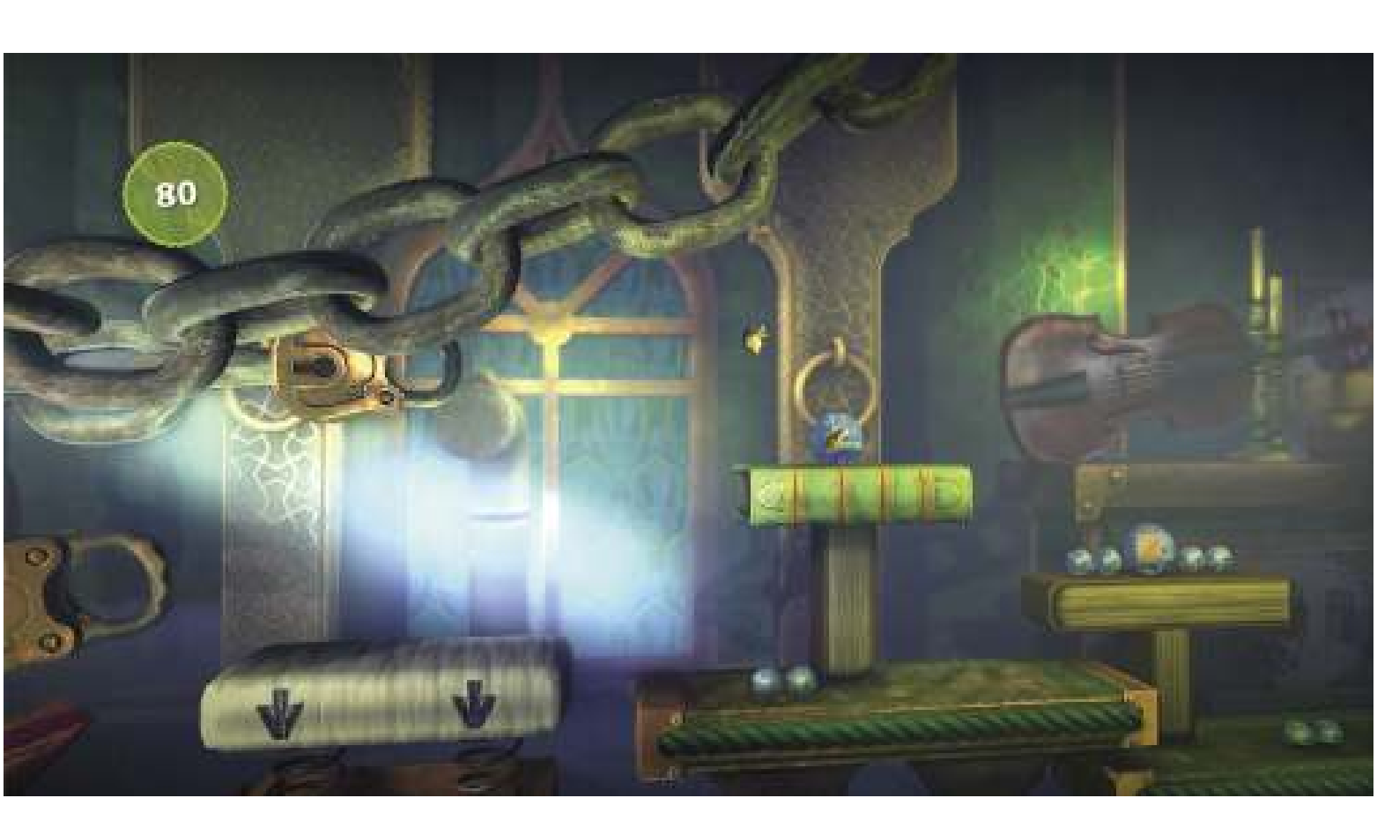


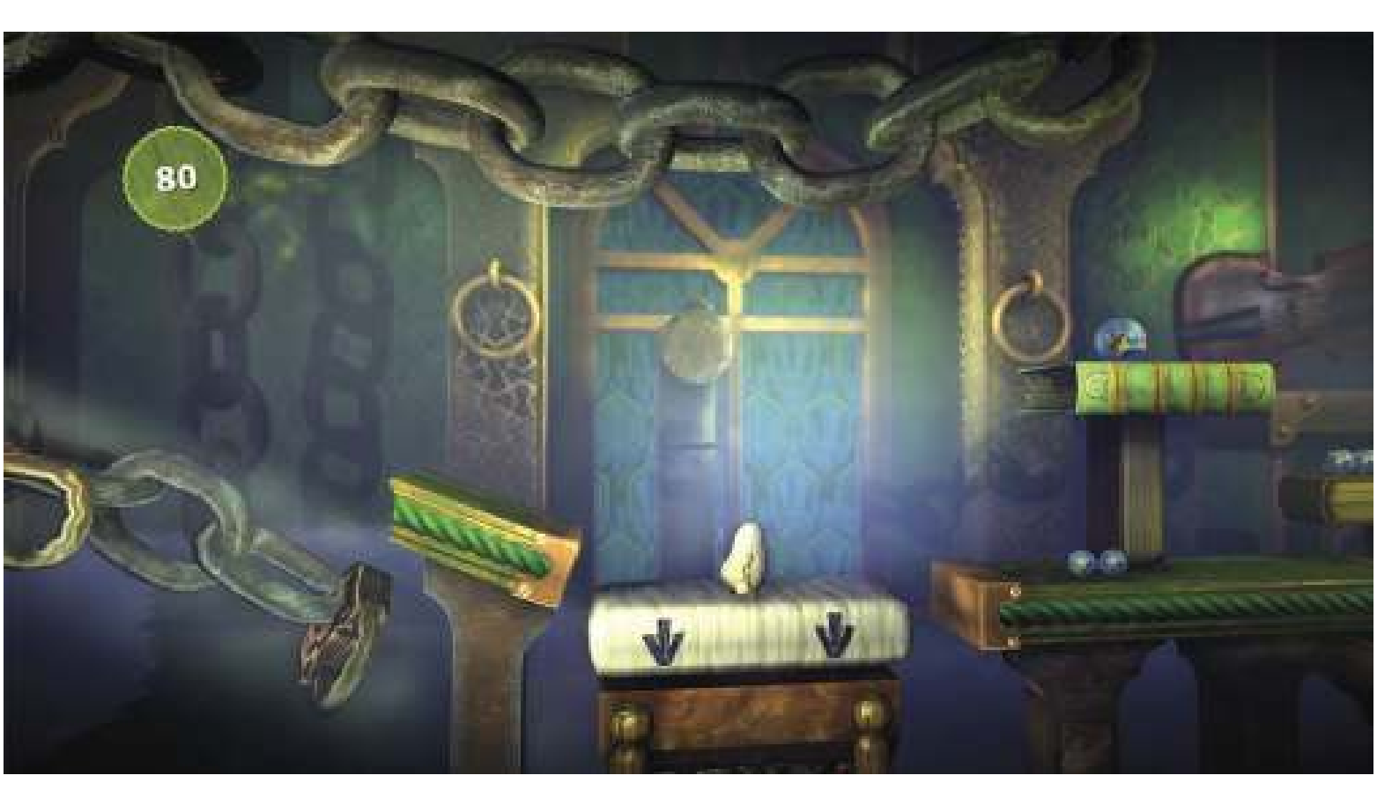
Spring Size

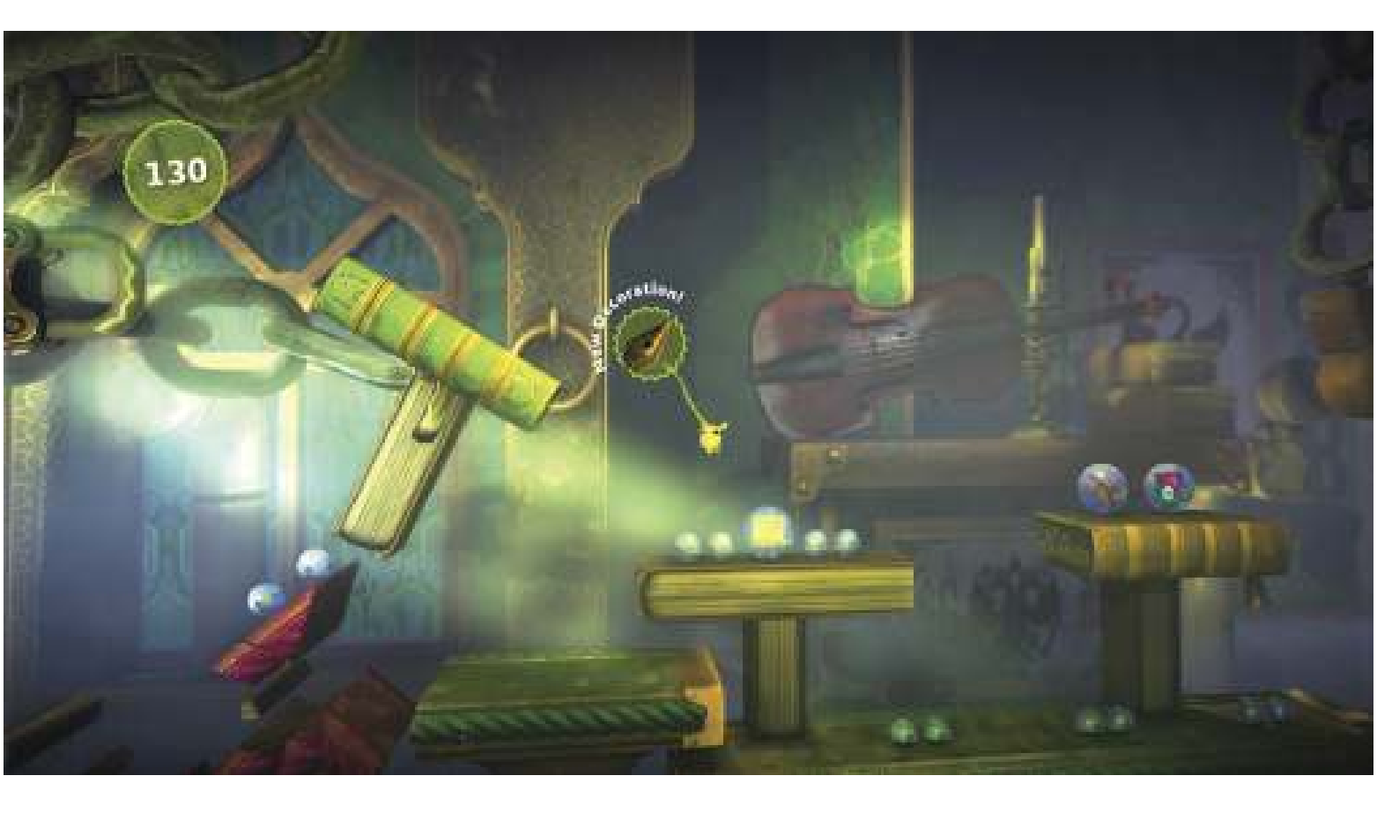
Turn into big Toggle to weigh down the white pad, and turn small again to get launched. Land on the elevated platform, where there's a Prize Bubble holding the **Incense Burner Decoration**.

Jump from there to another platform and its Prize Bubble to collect the **Old Brass Material**.

Leap to the next platform, where a pair of Prize Bubbles awaits. These two release the **Fiddle Object** and **"Hero Theme" Audio**.

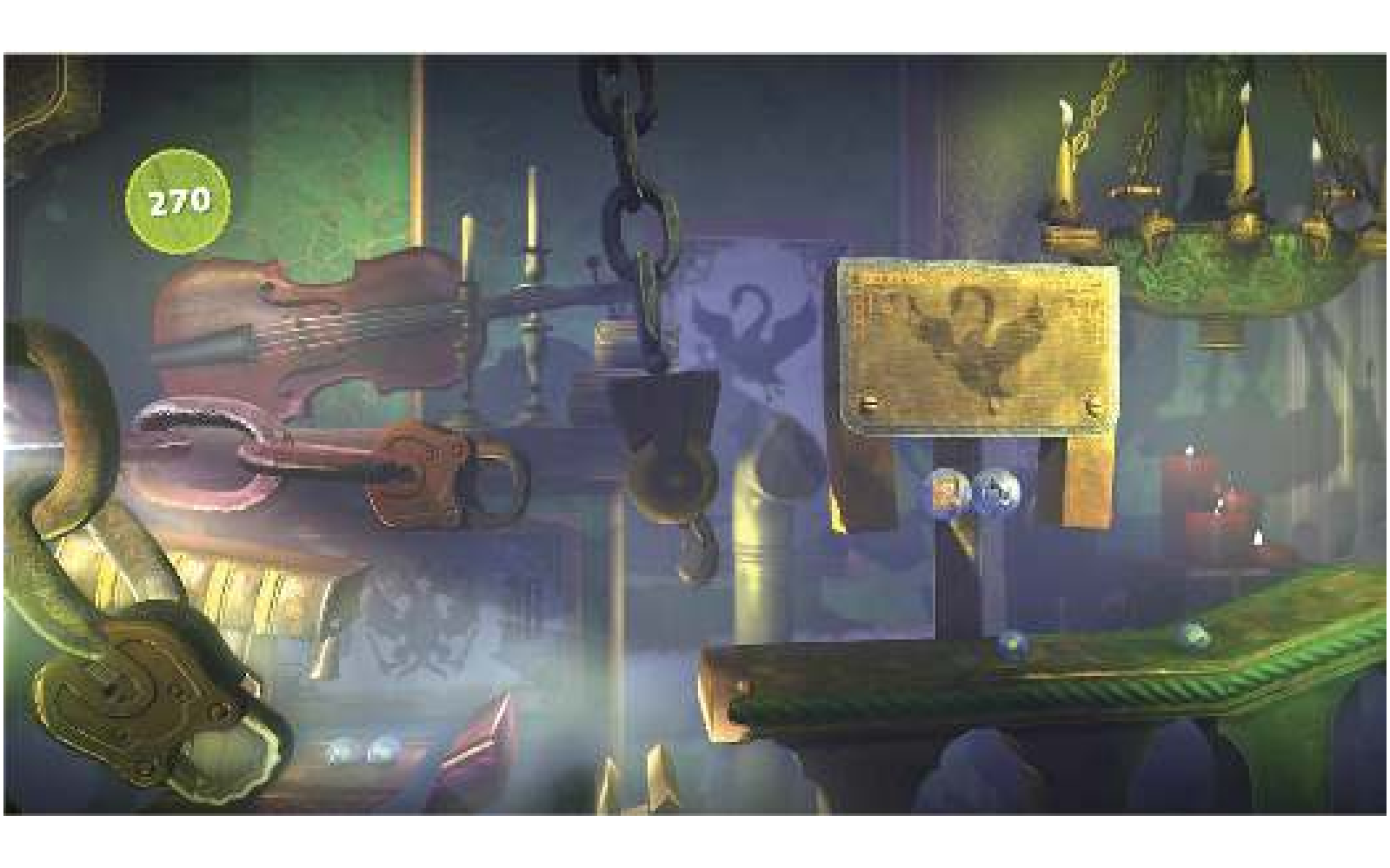






Weigh, Weigh Down

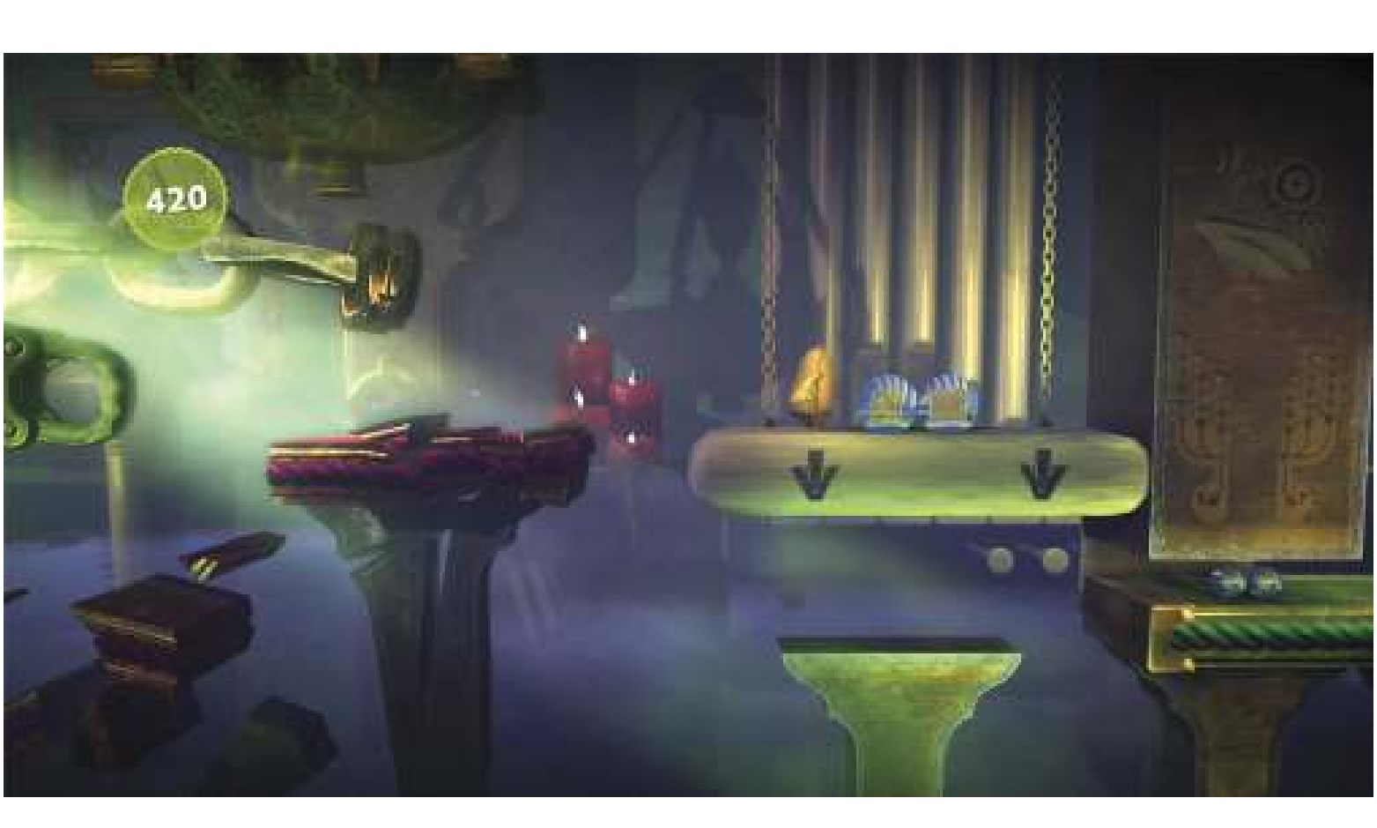
Take a running leap off the platform, and grab onto the hanging sponge. With a firm grip, change to big Toggle, and pull it down. This releases two Prize Bubbles from captivity. Gather up their **Carved Grapevine Material** and **Iron Door Knocker Decoration**.

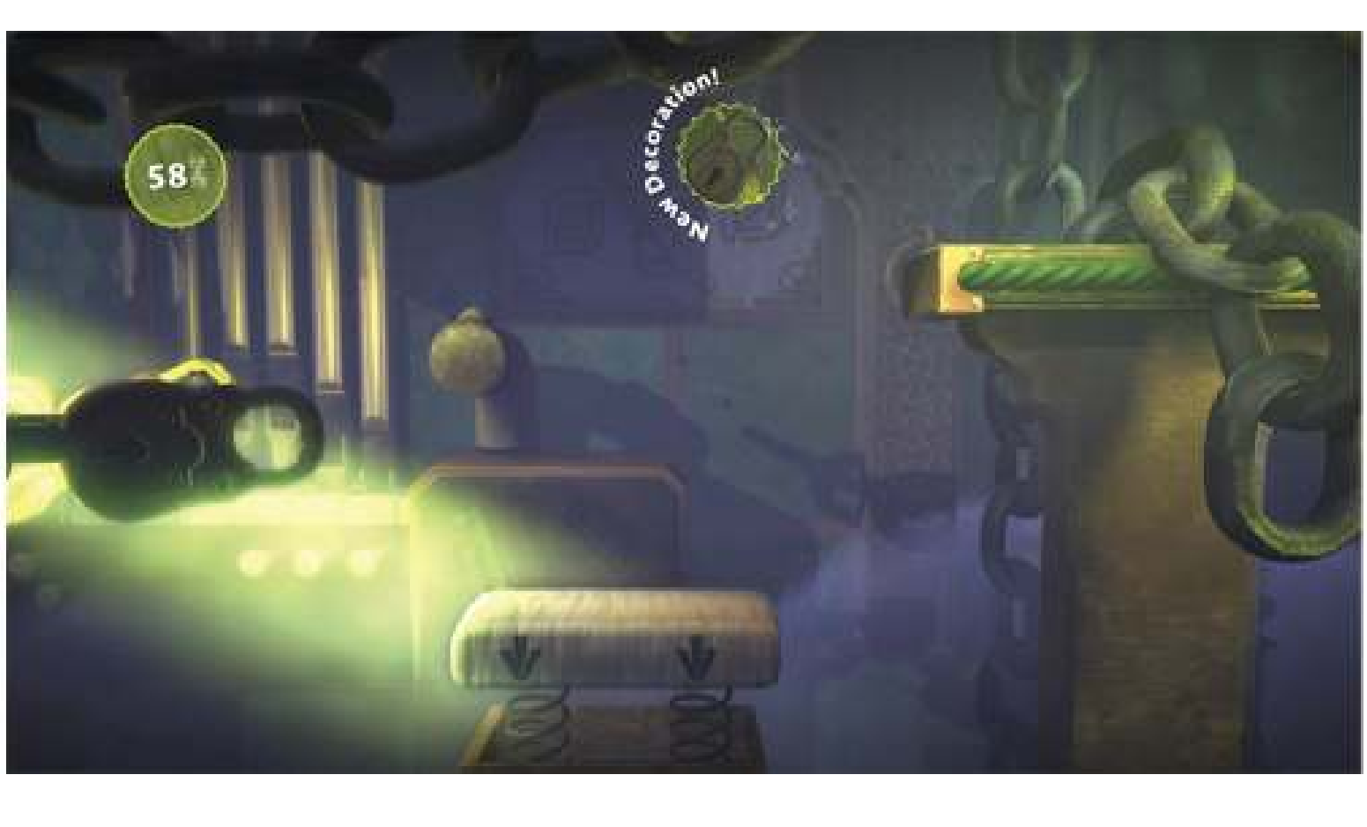


The next platform has two more Prize Bubbles. Rupture them for the **Woodcut Leaf Sticker** and **Brass Floor Material**.

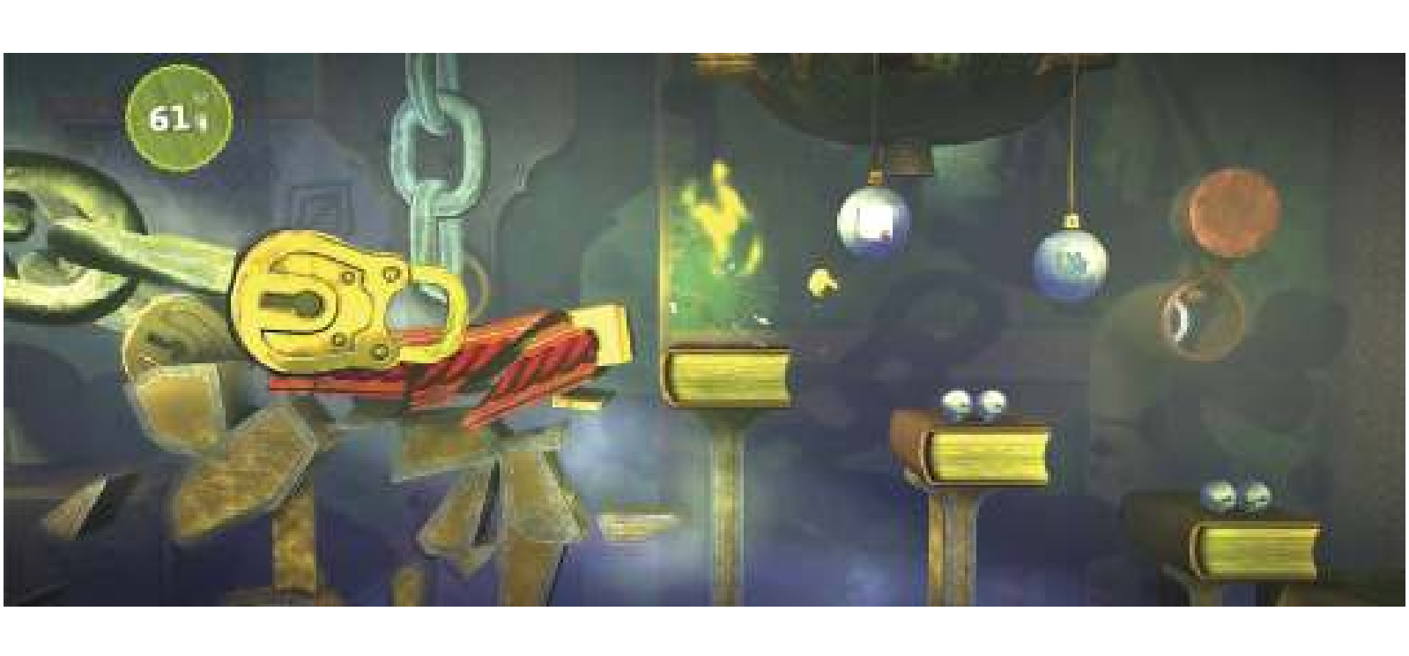
Weigh the platform down as big Toggle, and then shrink to squeeze through the tiny passage.

Grow and then shrink to fly off the next platform. Pop the mid-air Prize Bubble containing the **Padlock Decoration**.



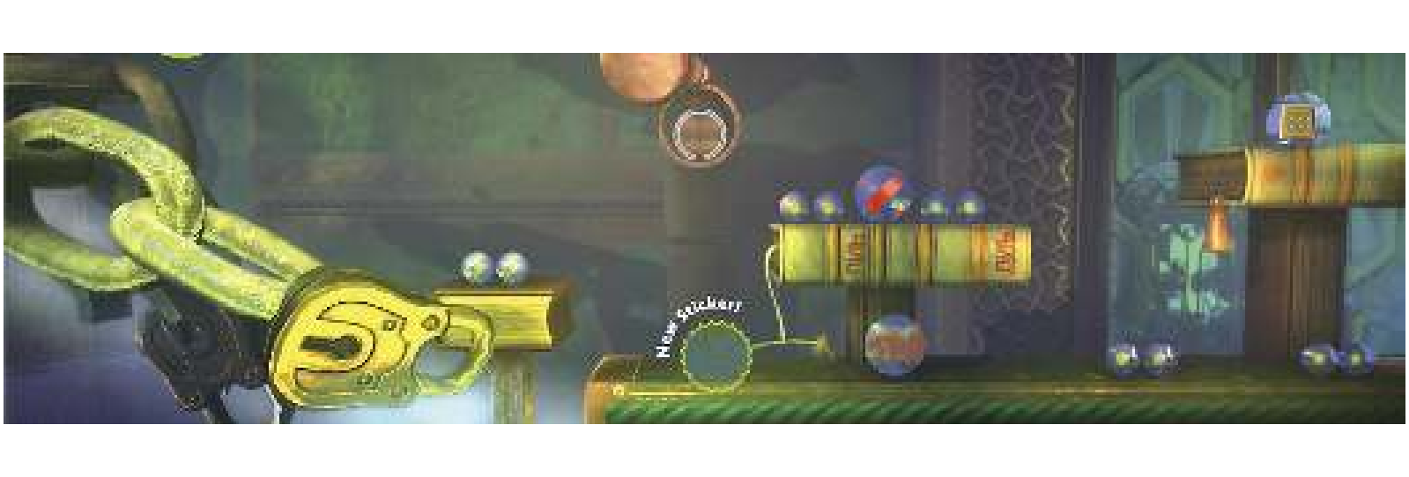


Run off the edge, and leap from book to book. You can hit two overhead Prize Bubbles in the process. The Popit now boasts the **Meringue Material** and **Woodcut Peacock Sticker**.



PICK A PATH

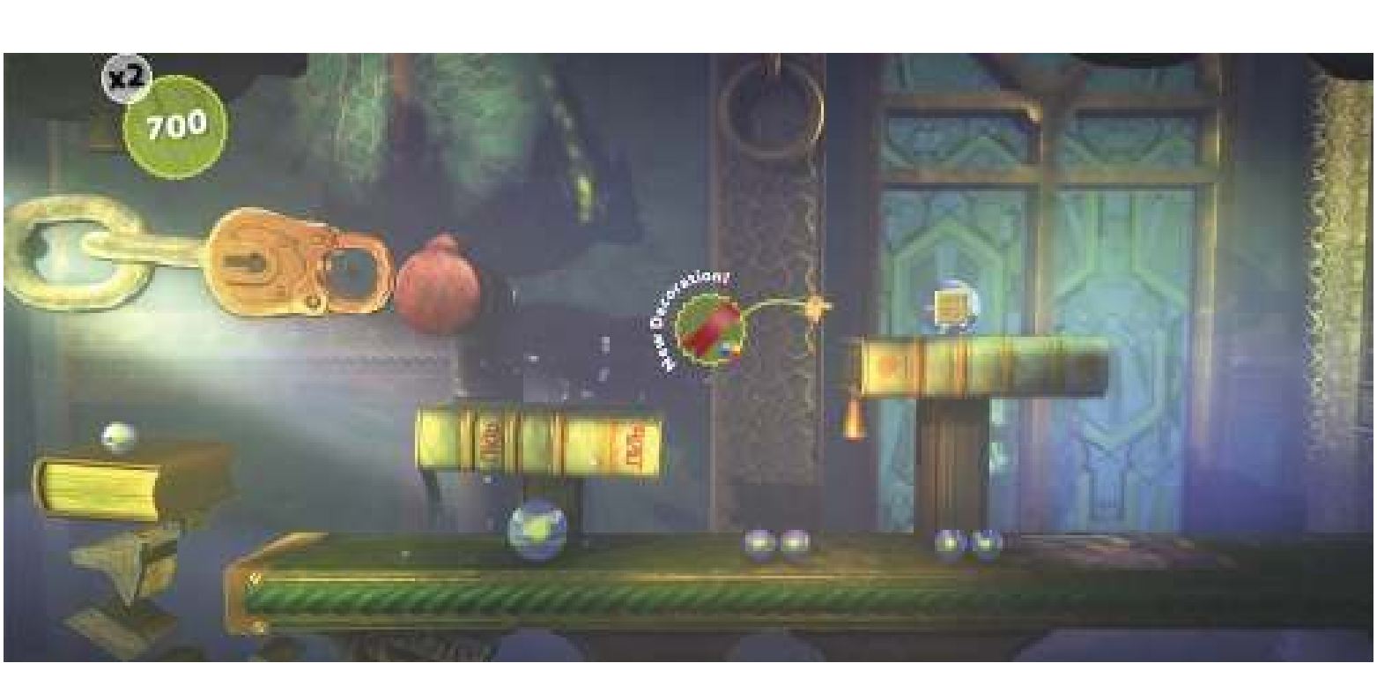
Here you are presented with a choice: take the high road, or the low. The high road has the greater share of Prize Bubbles, but the low road is the only way to find the **Woodcut Bear 2 Sticker** Prize Bubble.

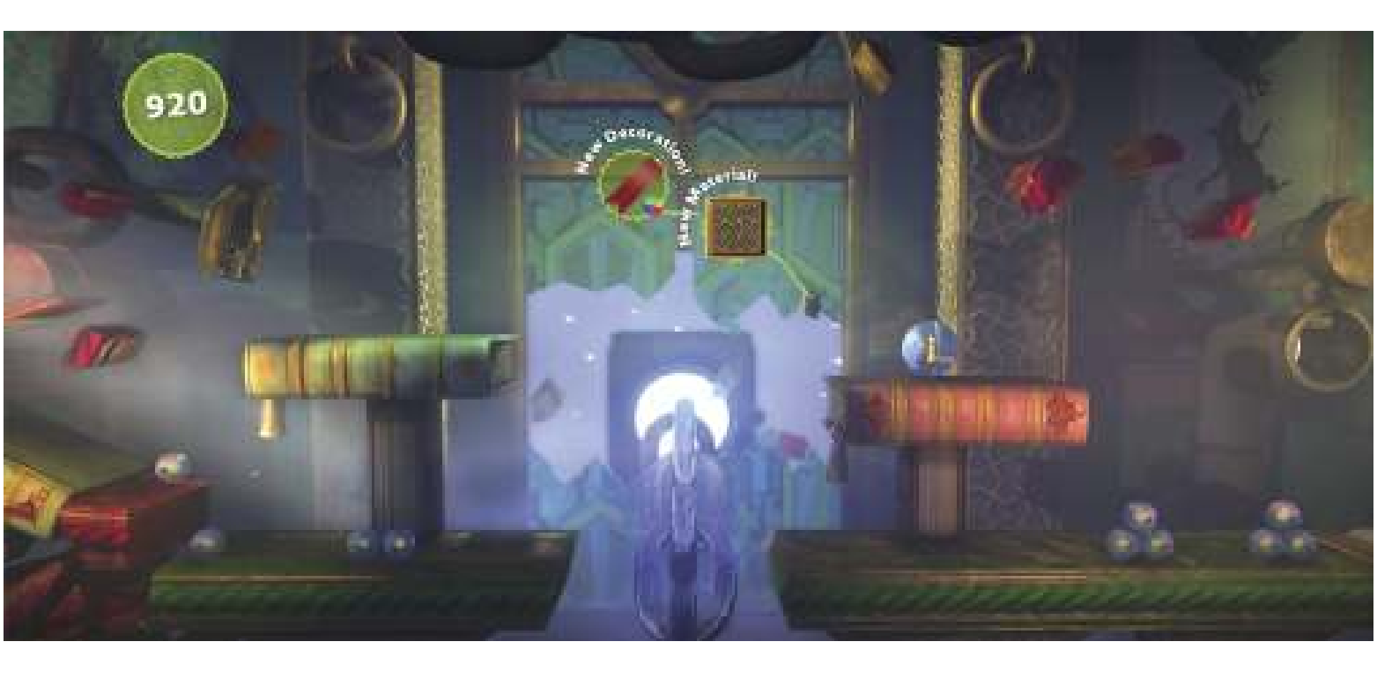


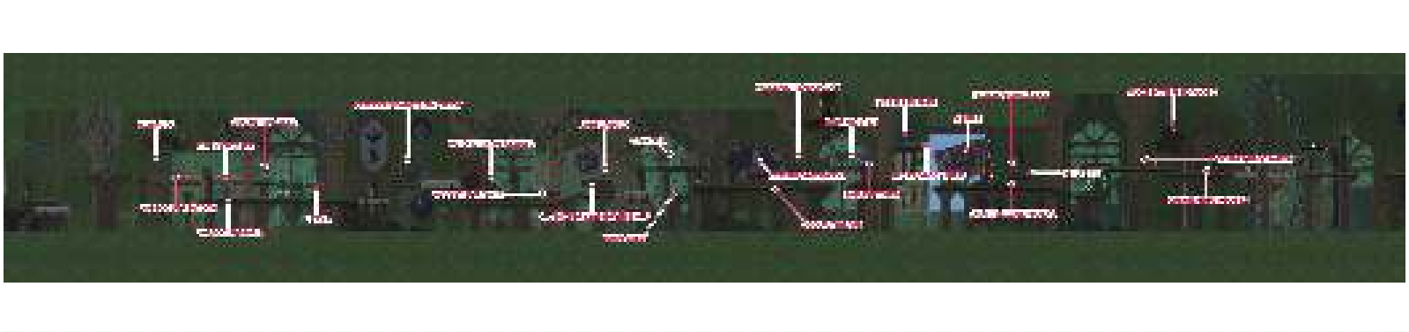
High Road

To take the high road, jump onto the precariously balanced books. The first has a Prize Bubble with the **Red Bookmark Decoration** inside. This book leads to another higher one, which has a second Prize Bubble. Scoop up the **Geometric Gold Material** within.

Jump across a huge chasm to land atop the next red leather-bound book. Land on the Prize Bubble there to claim its **Tassel Decoration**.





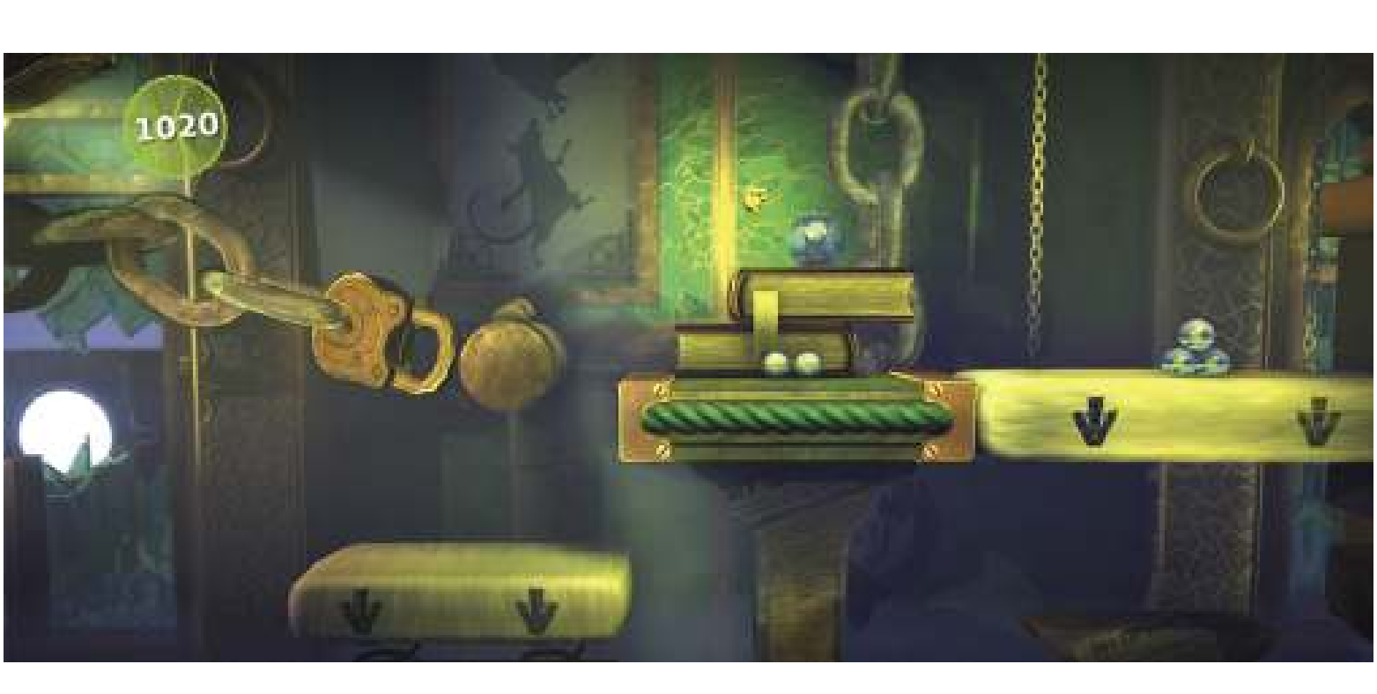


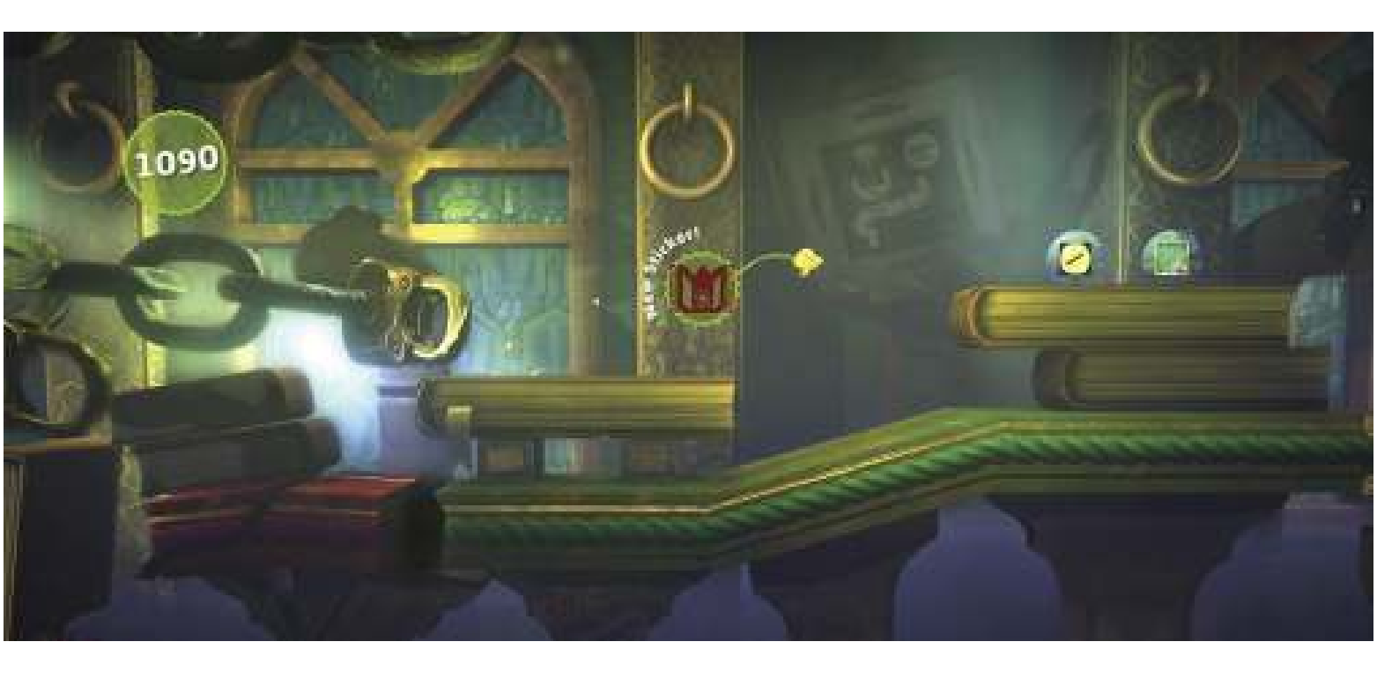
BACK ON TRACK

Grow and then shrink to launch off another white platform and soar up high. Get the **Woodcut Babayaga Forest Sticker** from the Prize Bubble atop the two books stacked there.

Weigh another platform down as big Toggle, and then squeeze ahead as little Toggle. Leap onto the book ahead, where you can burst a Prize Bubble for its **Woodcut Flower Sticker**.

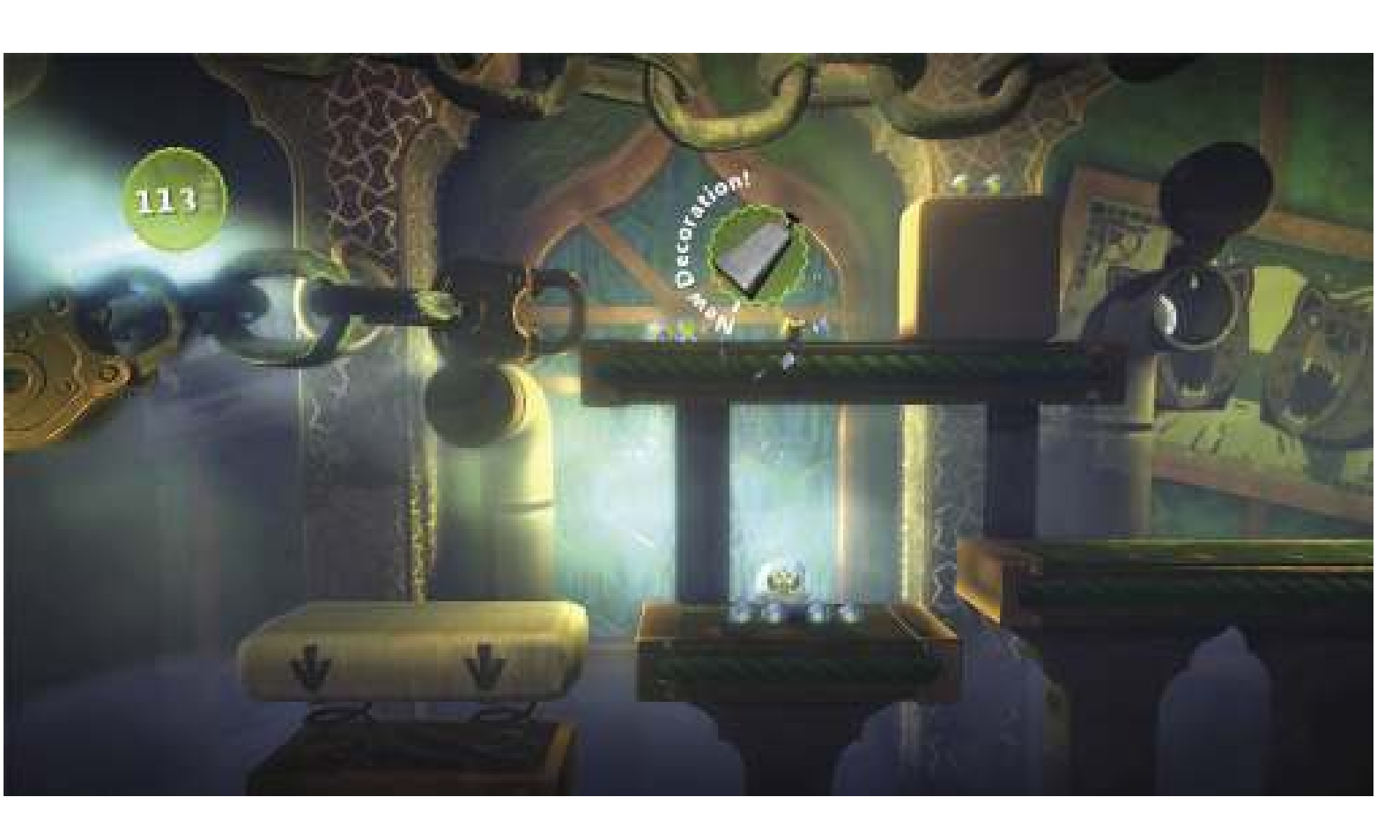
It's only from this book that your sack person can jump to the next literary stack. You definitely want to leap for the two Prize Bubbles sitting there; no use letting the **"...And for My Next Trick..." Audio** and **Jade & Gold Material** go to waste.

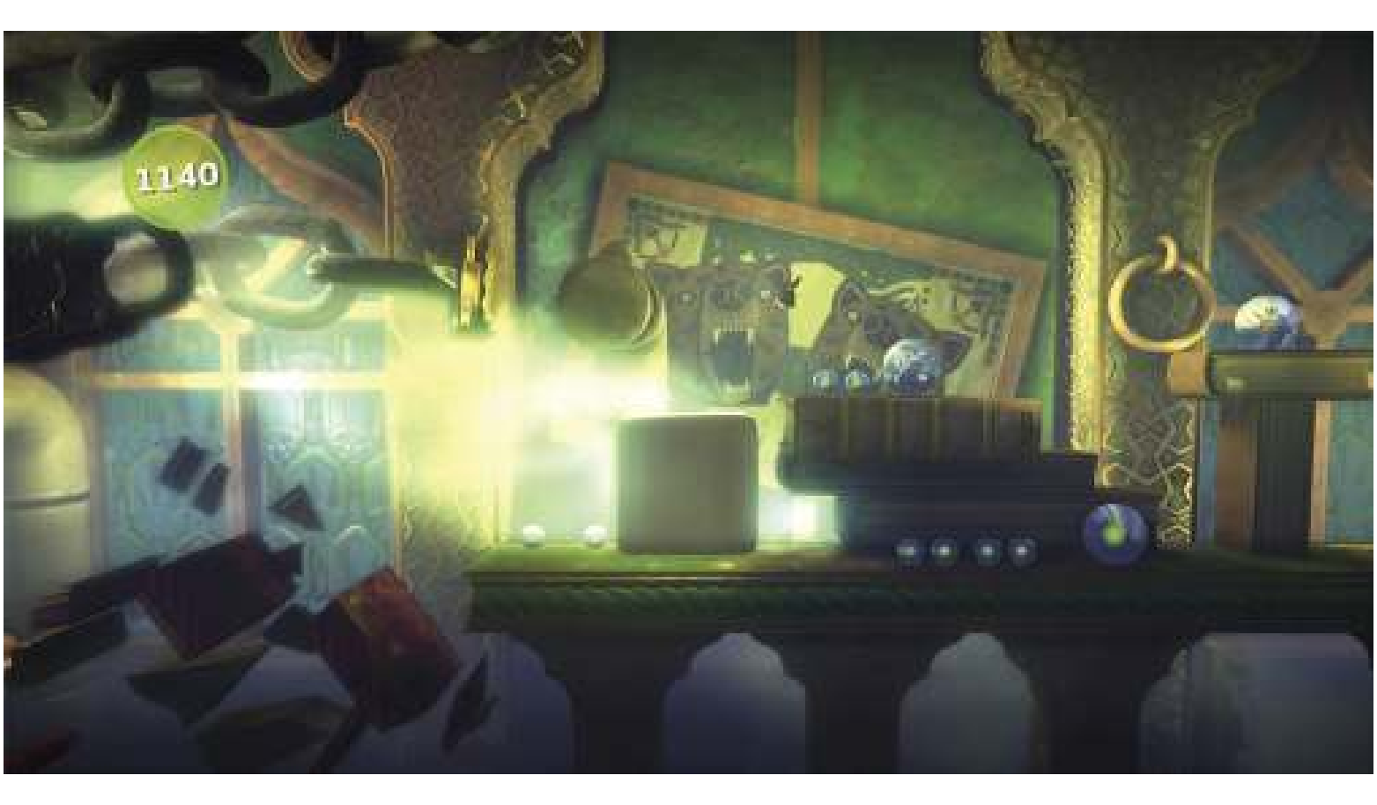


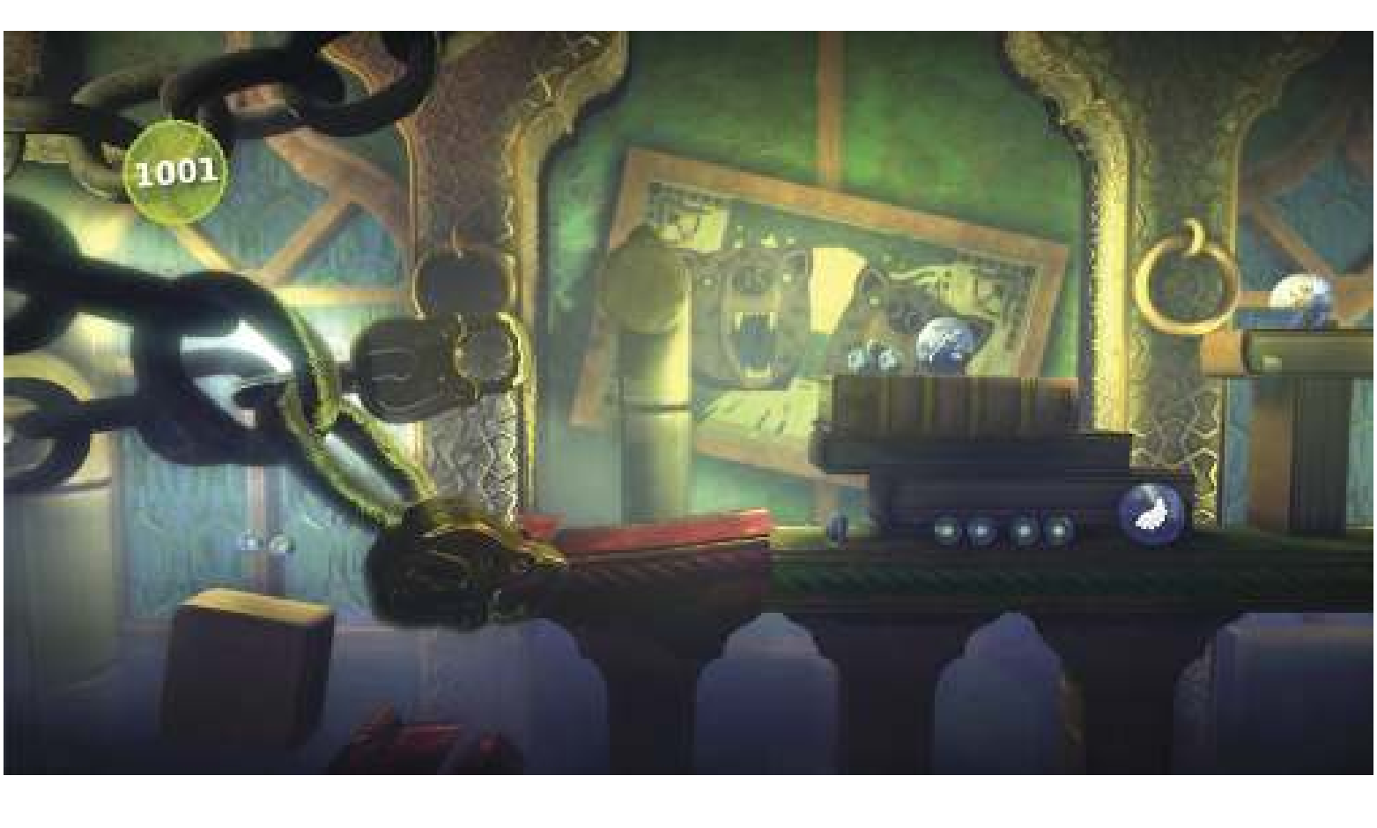


Choose Again

Once again, the high road yields more Prize Bubbles. A true completionist isn't content with just one. The first time through, it's easy to stay as little Toggle and scurry below through the Prize Bubble for the **Train Crest Sticker**. Continuing on the low route also lets you nab the **Ziggurat Beard Sticker**.





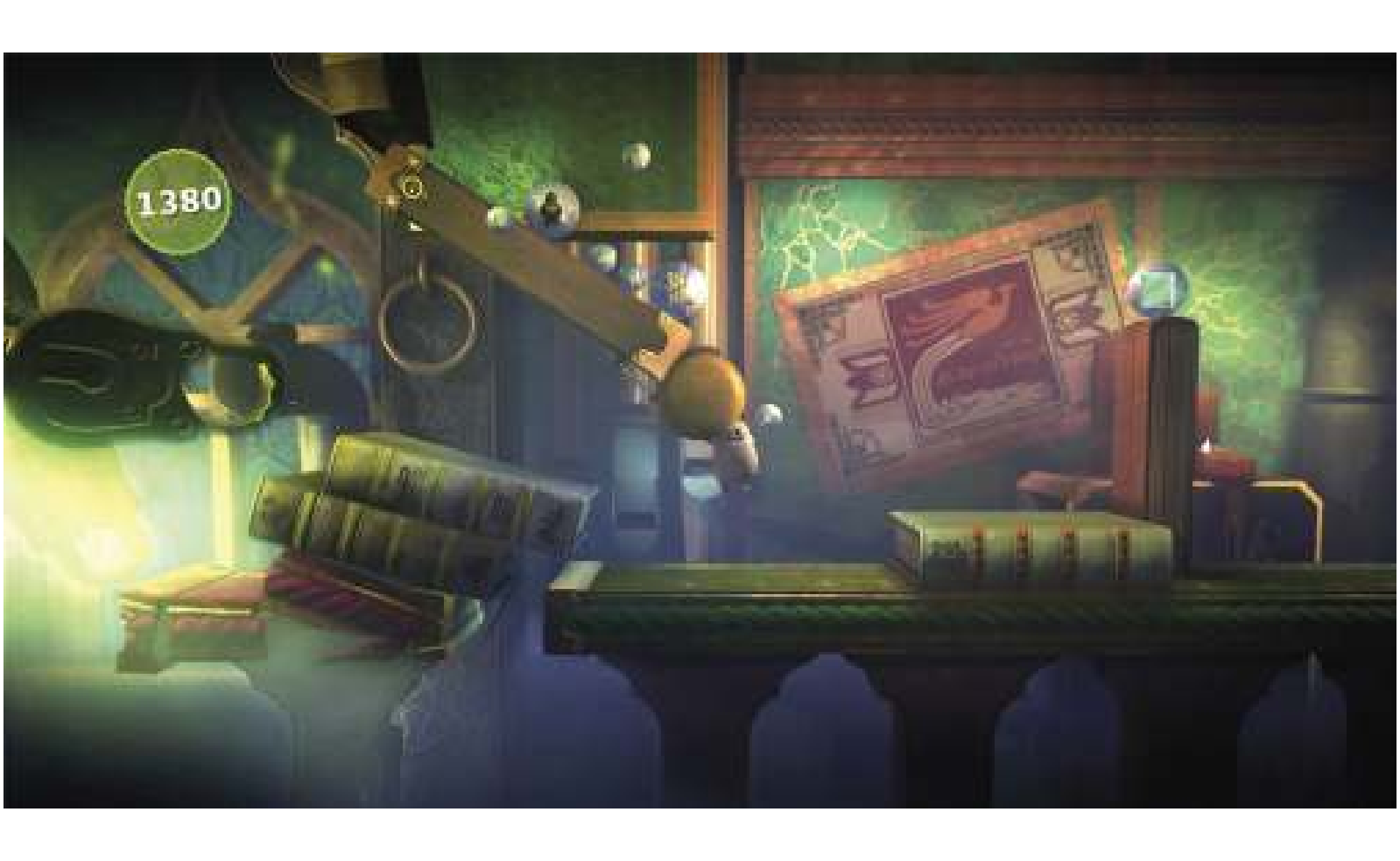


Growing, shrinking, and flying off of the white platform, however, lets you get at the **Cowbell Decoration** up top in its Prize Bubble. Once up there, turn into big Toggle to shove the large cube out of the way.

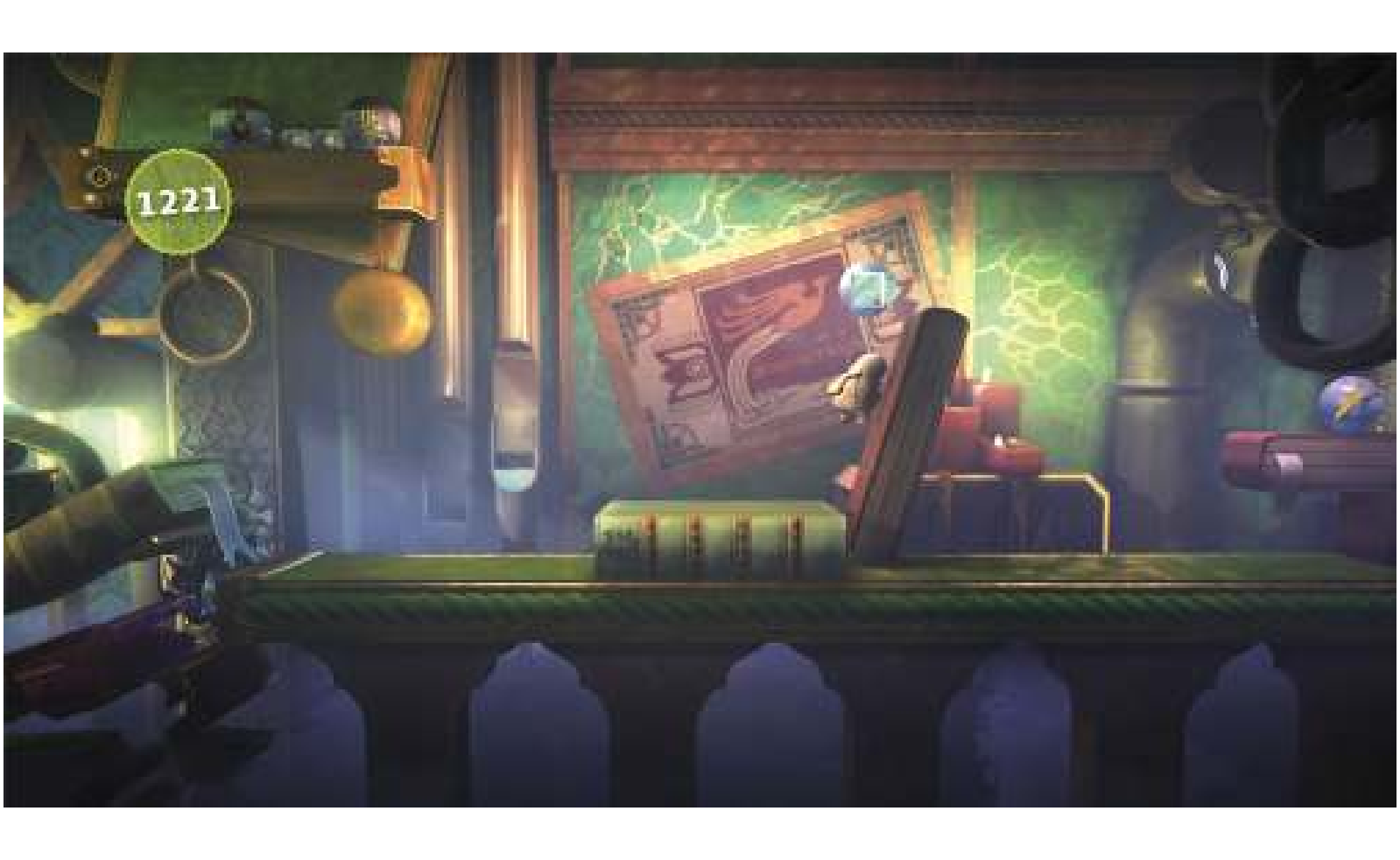
That cube isn't just a barrier: it's also a necessary step. Use it to reach the top of the next book stack, where you can find the **Corner Decoration Decoration** in its Prize Bubble. Jump from here to the next teetering books, where the **Woodcut Babayaga 1 Sticker** Prize Bubble is located.

Build up a full head of steam, and jump as far as possible to dislodge a string of two Prize Bubbles. Dropping their goodies nets the **Dark Varnish Material** and **Ballet Poster Sticker**.

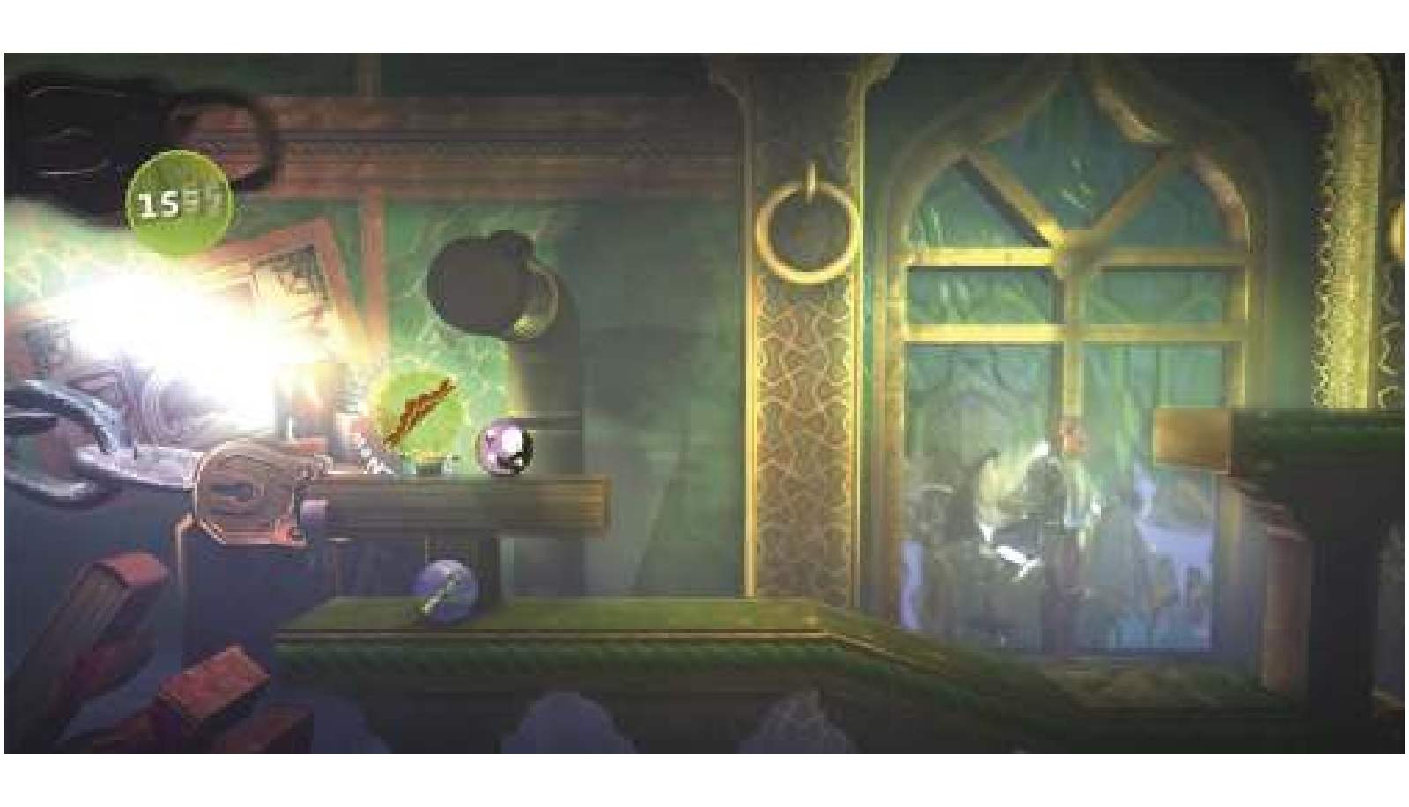
Moving ahead, grab the hanging sponge as little Toggle, and then switch to big Toggle to tug loose two Prize Bubbles. They fall into reach so that you can grab up their **Incense Burner Object** and **Brass Organ Pipes Decoration**.



Stay as big Toggle, and throw your weight against the pillar ahead to knock down the **Marble Material** Prize Bubble.

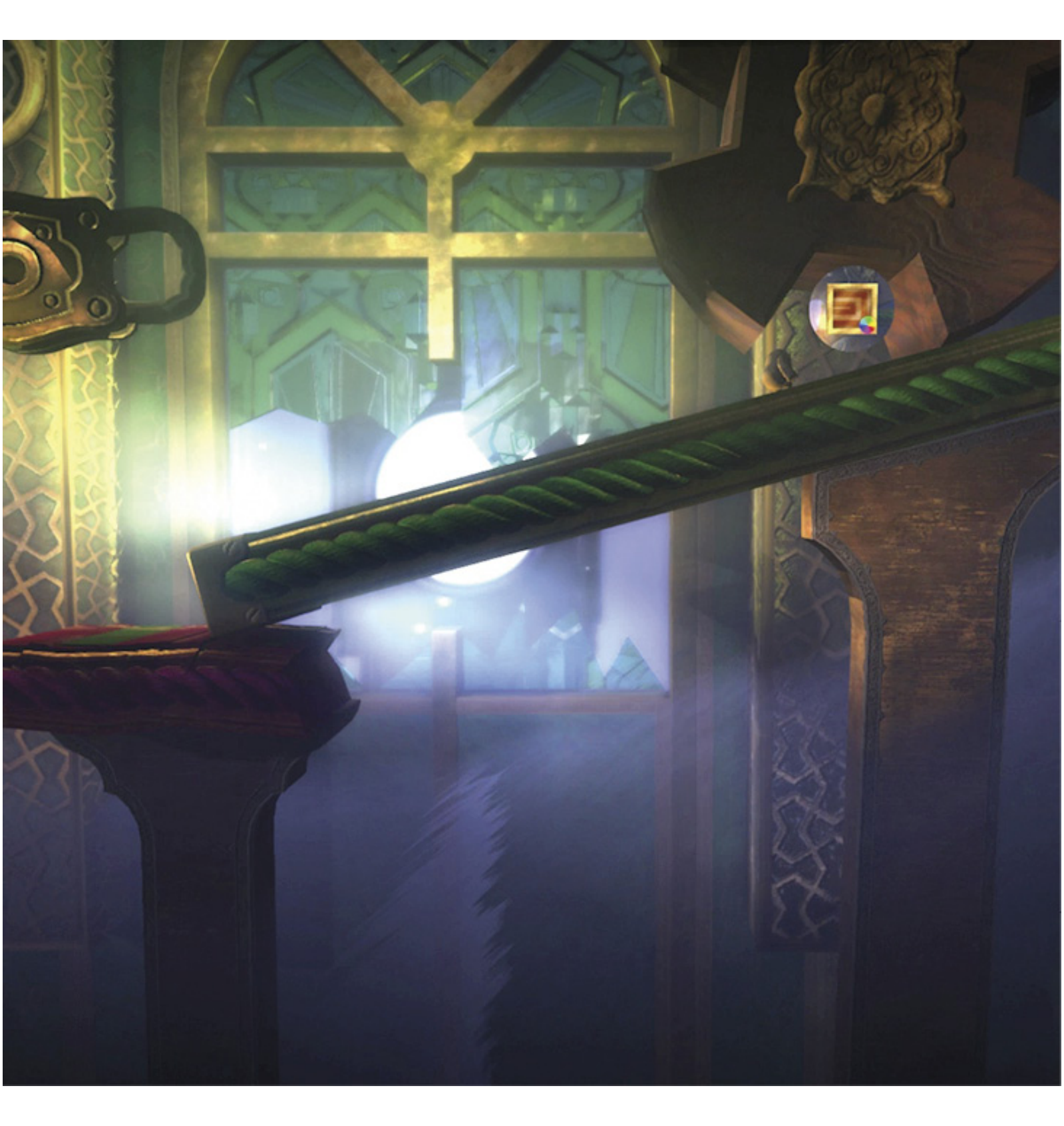


Make a quick choice to either get the lower Prize Bubble for only the **Ornate Clock Hand 2 Decoration** or jump up to get the **Picture Frame Edge Sticker** and **"Bad Dude" Audio** in their respective Prize Bubbles above.

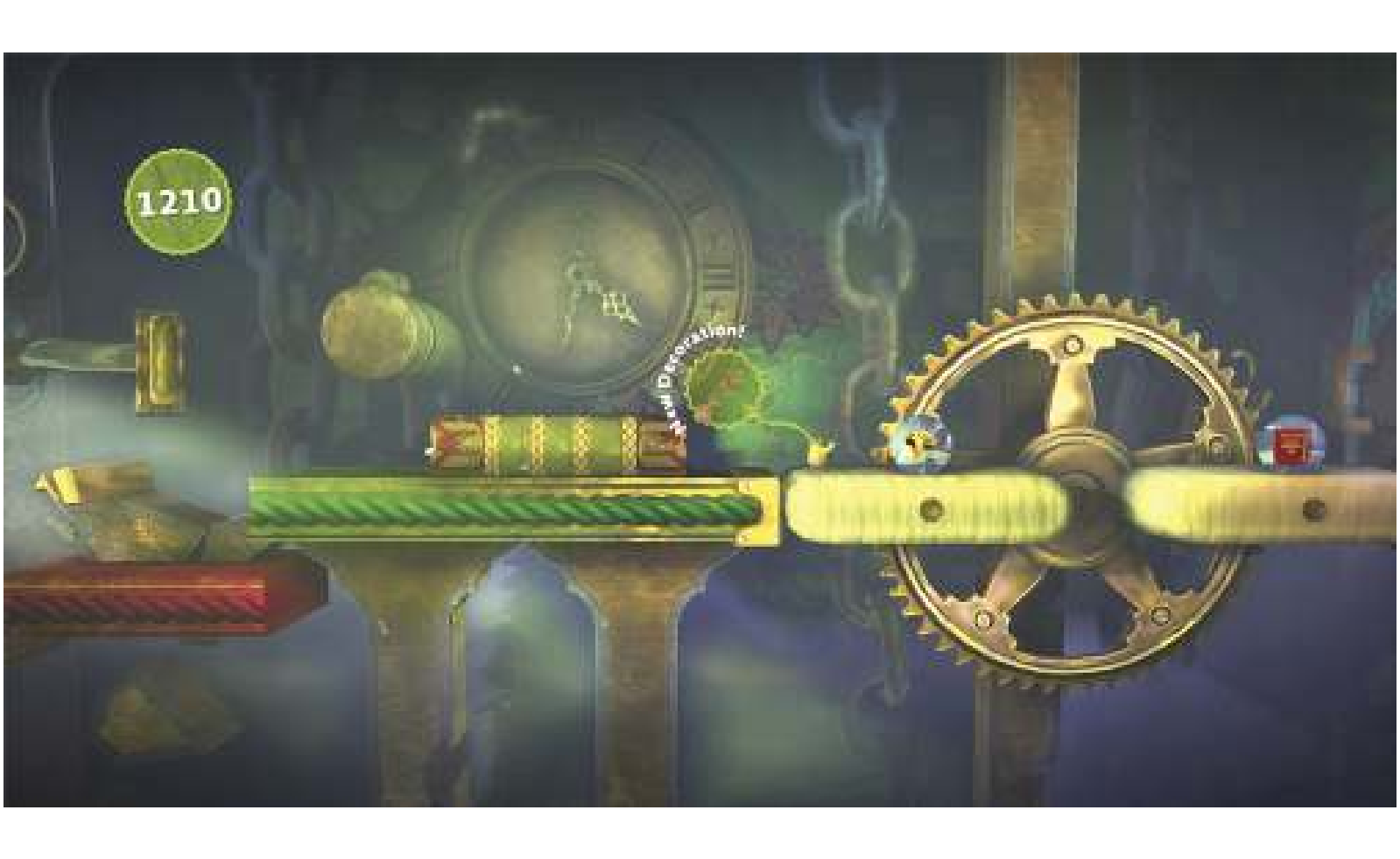


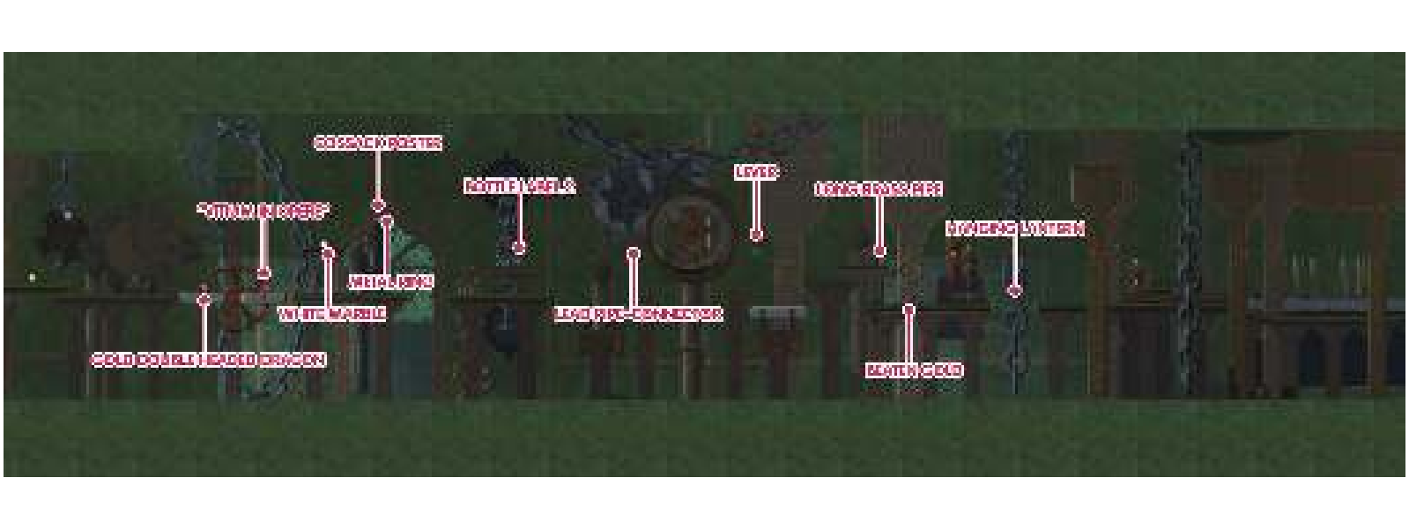
Between the Teeth

Run up the sloped incline, and position Toggle so that the rolling wooden gear doesn't squash him. Most importantly, anticipate where the Prize Bubble nestled in the gear's teeth comes closest to the ground, and stand there to pop it for the **Maze Patterned Wood Material**. Once the gear has rolled past, keep going through the **Corner Decoration Sticker** Prize Bubble.



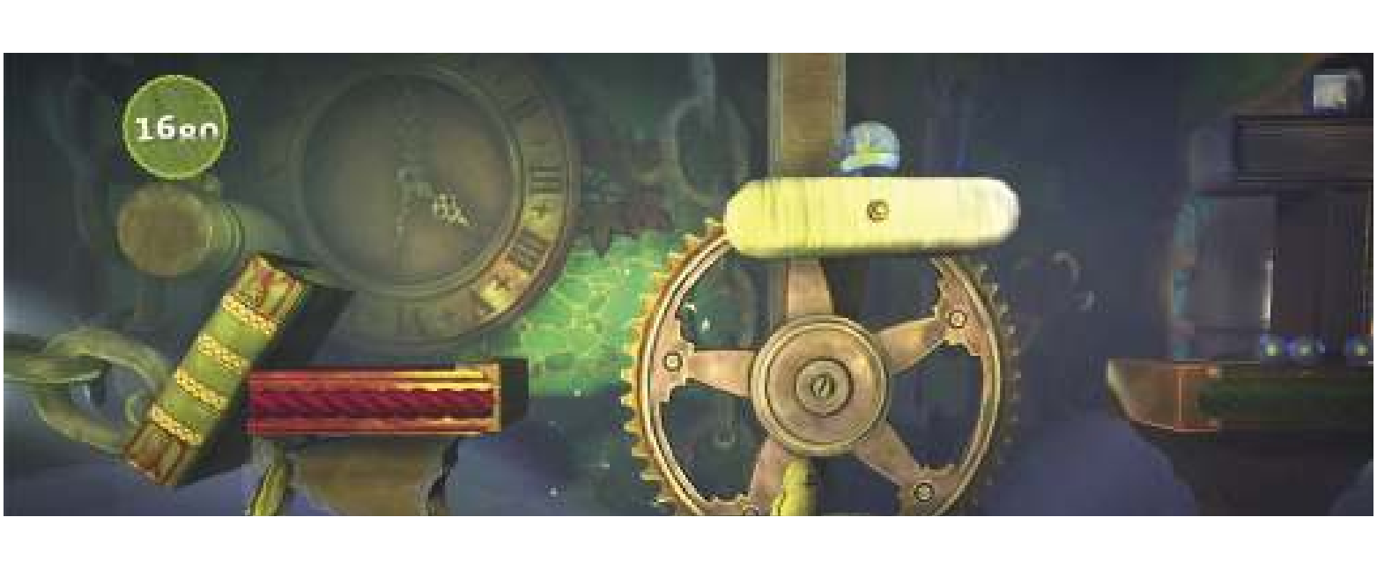
Jump up on the book for the **Ornate Clock Hand 1 Decoration** Prize Bubble. Two white platforms ahead have Prize Bubbles that collectively bear the **Gold Double Headed Dragon Decoration** and **"Vitium in Opere" Audio**.

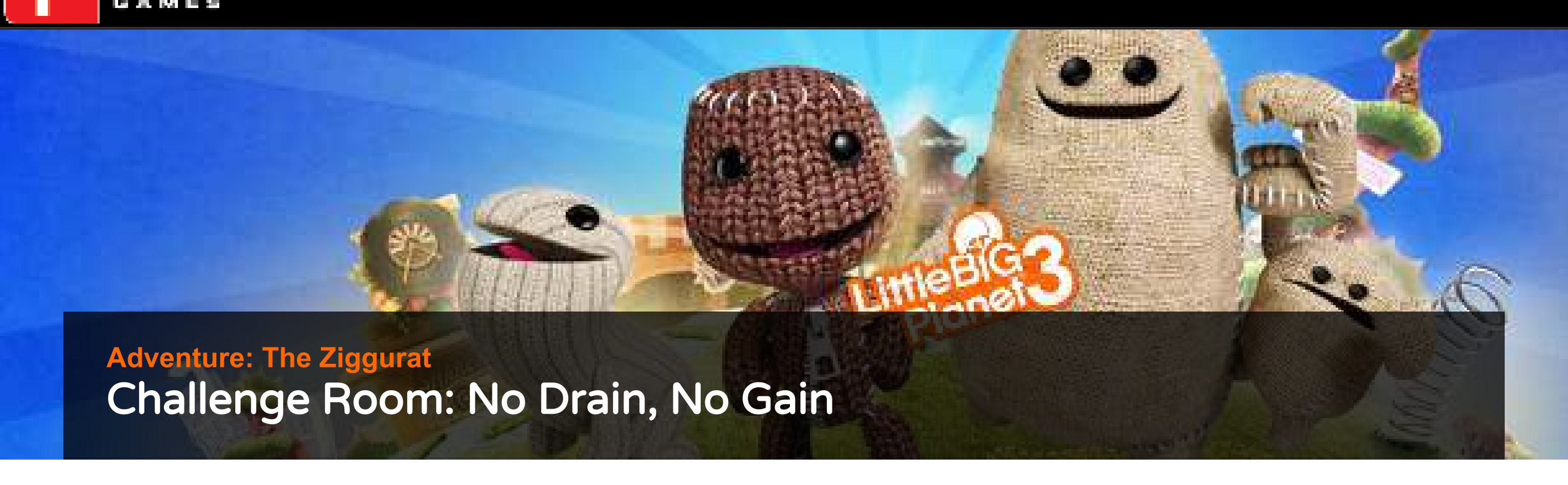




From Low to High

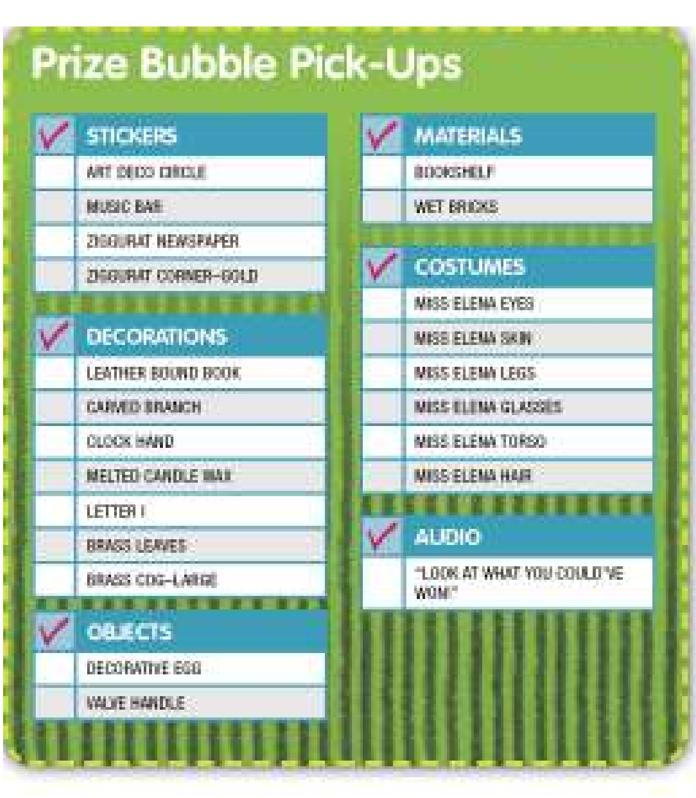
After collecting both Prize Bubbles, stand on the left platform, and turn into big Toggle. The sudden weight sends the platform down. At its lowest point, switch to little Toggle, and it rushes upward. This extra boost lets Toggle leap up to reach the otherwise inaccessible **White Marble Material** Prize Bubble.





Adventure: The Ziggurat

Challenge Room: No Drain, No Gain



Prize Bubble Pick-Ups

☑ **STICKERS**
- ☐ ART DECO CIRCLE
- ☐ MUSIC BAR
- ☐ ZIGGURAT NEWSPAPER
- ☐ ZIGGURAT CORNER–GOLD

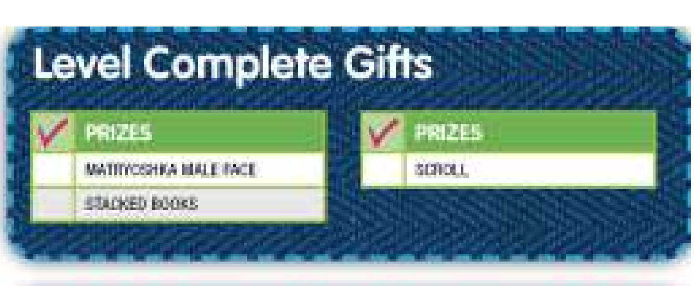
☑ **DECORATIONS**
- ☐ LEATHER BOUND BOOK
- ☐ CARVED BRANCH
- ☐ CLOCK HAND
- ☐ MELTED CANDLE WAX
- ☐ LETTER I
- ☐ BRASS LEAVES
- ☐ BRASS COG–LARGE

☑ **OBJECTS**
- ☐ DECORATIVE EGG
- ☐ VALVE HANDLE

☑ **MATERIALS**
- ☐ BOOKSHELF
- ☐ WET BRICKS

☑ **COSTUMES**
- ☐ MISS ELENA EYES
- ☐ MISS ELENA SKIN
- ☐ MISS ELENA LEGS
- ☐ MISS ELENA GLASSES
- ☐ MISS ELENA TORSO
- ☐ MISS ELENA HAIR

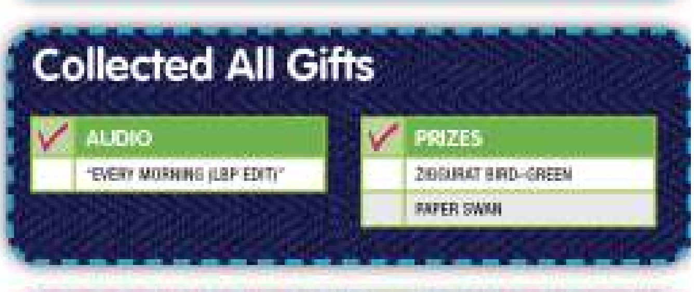
☑ **AUDIO**
- ☐ "LOOK AT WHAT YOU COULD'VE WON!"



Level Complete Gifts

☑ **PRIZES**
- ☐ MATRYOSHKA MALE FACE
- ☐ STACKED BOOKS

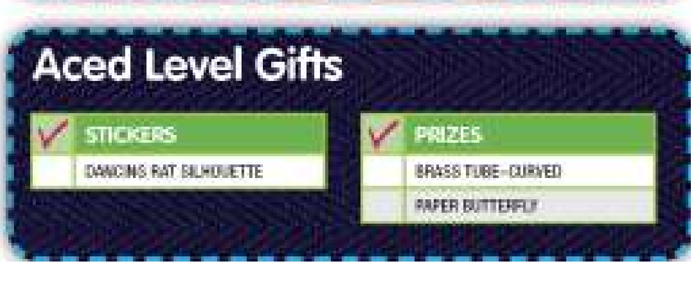
☑ **PRIZES**
- ☐ SCROLL



Collected All Gifts

☑ **AUDIO**
- ☐ "EVERY MORNING (LBP EDIT)"

☑ **PRIZES**
- ☐ ZIGGURAT BIRD–GREEN
- ☐ PAPER SWAN

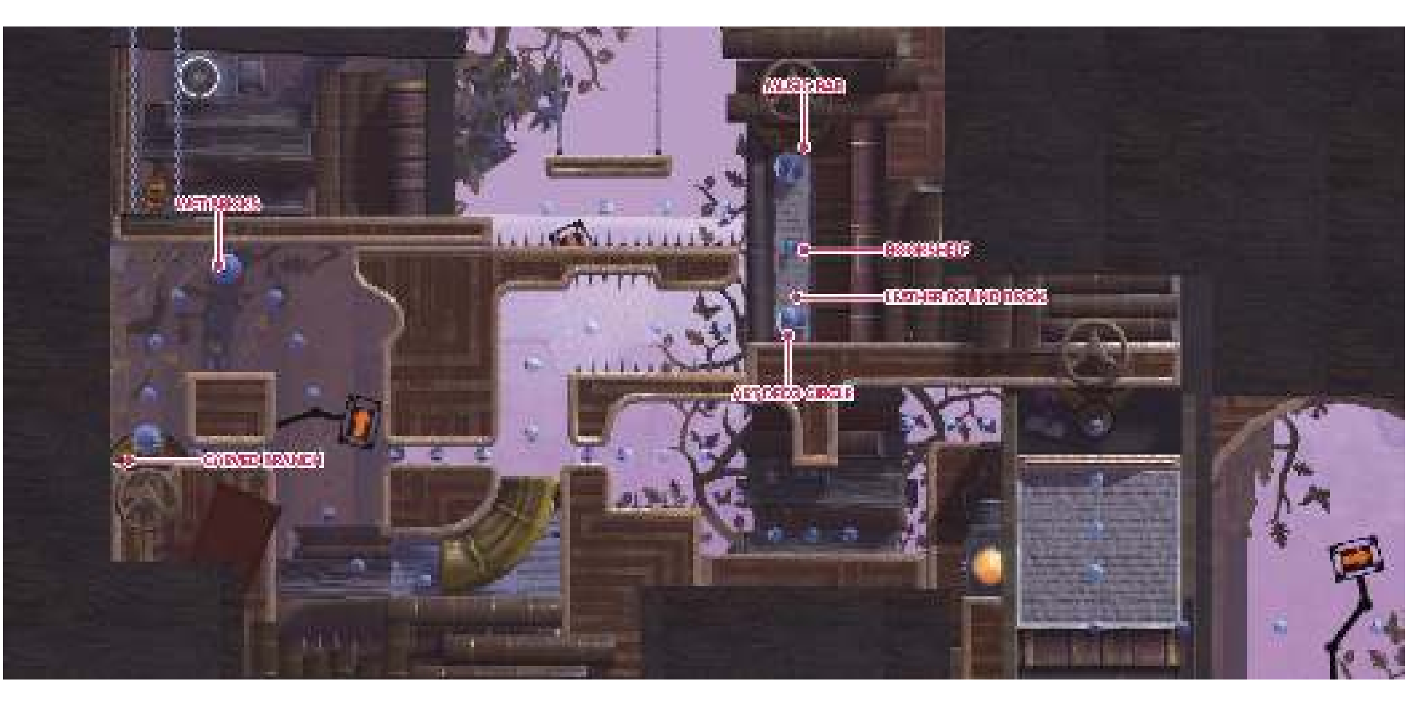


Aced Level Gifts

☑ **STICKERS**
- ☐ DANCING RAT SILHOUETTE

☑ **PRIZES**
- ☐ BRASS TUBE–CURVED
- ☐ PAPER BUTTERFLY

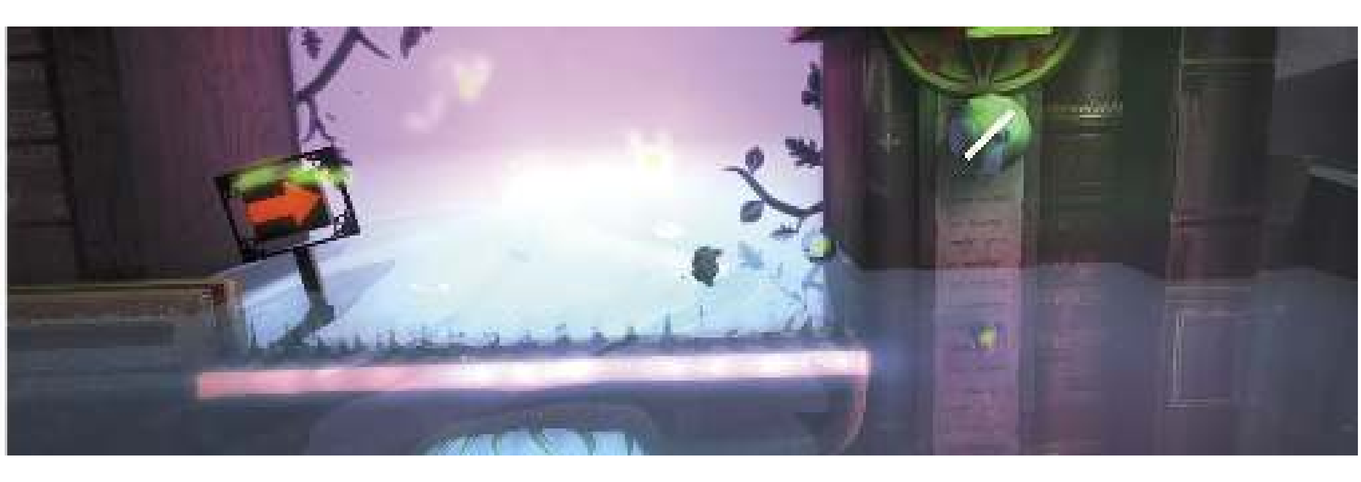
Miss Elena, Bunkum's librarian and foremost literary expert, has quite a problem on her hands. Some unknown water leak has started to flood the entire place, threatening the condition of the many volumes within. These precious books are at risk of being soaked completely unless Toggle can manage to drain the water before it's too late!

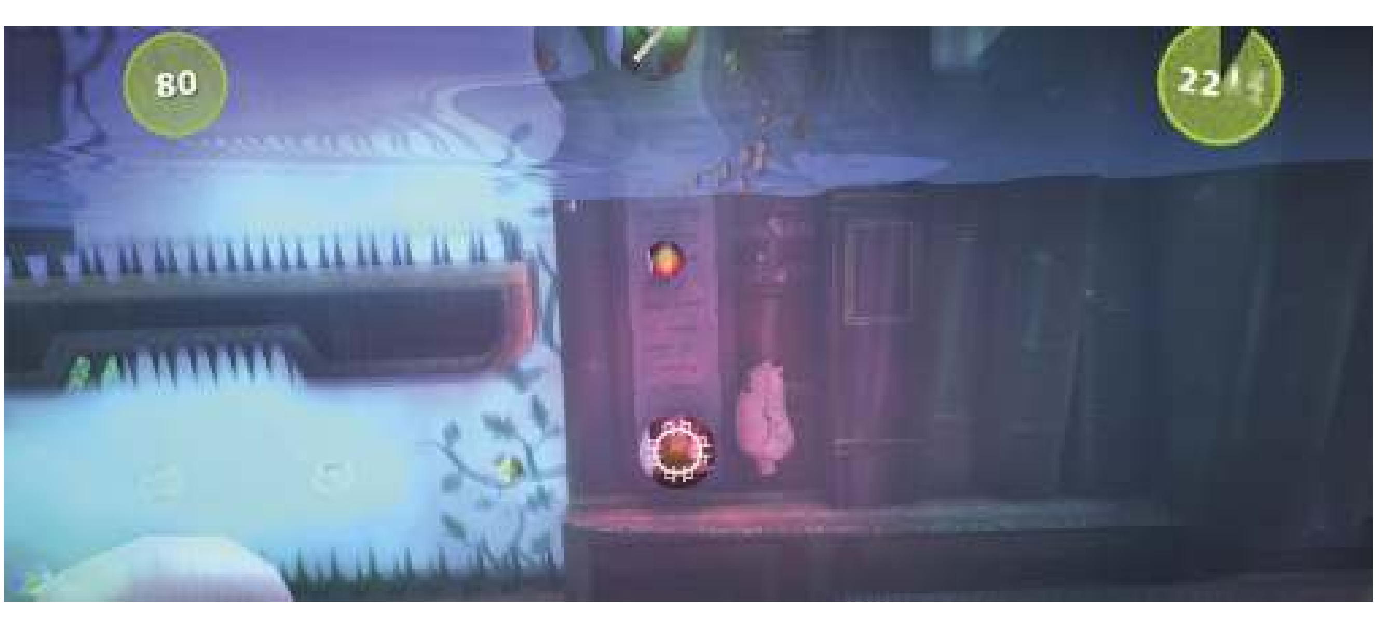


WATERED-DOWN MESSAGES

Float like a Butterfly, Sink like a Tree

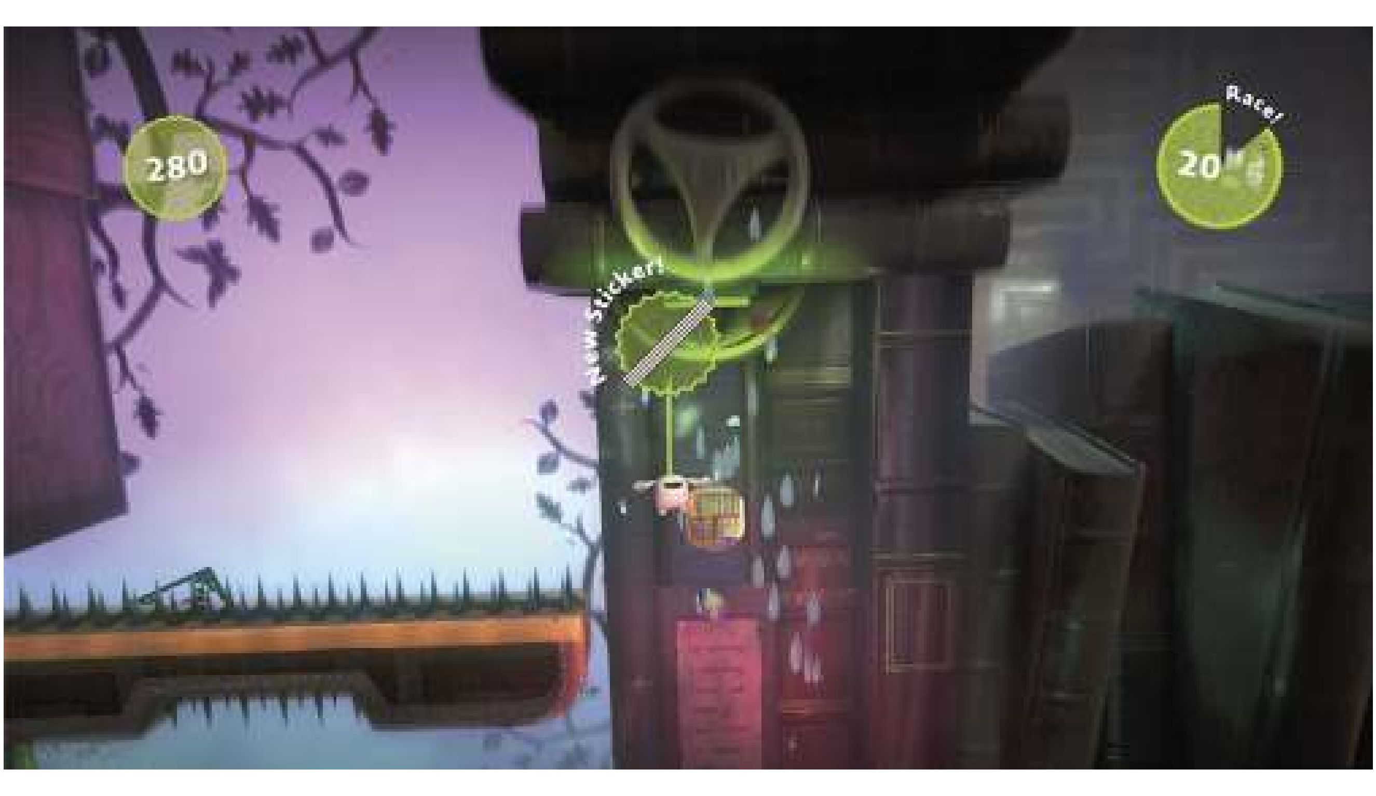
It's a race against time to save the books. To make that point clear, a race gate shows you where the starting line is. Start as little Toggle to take advantage of his superior speed, and walk on the water's surface.

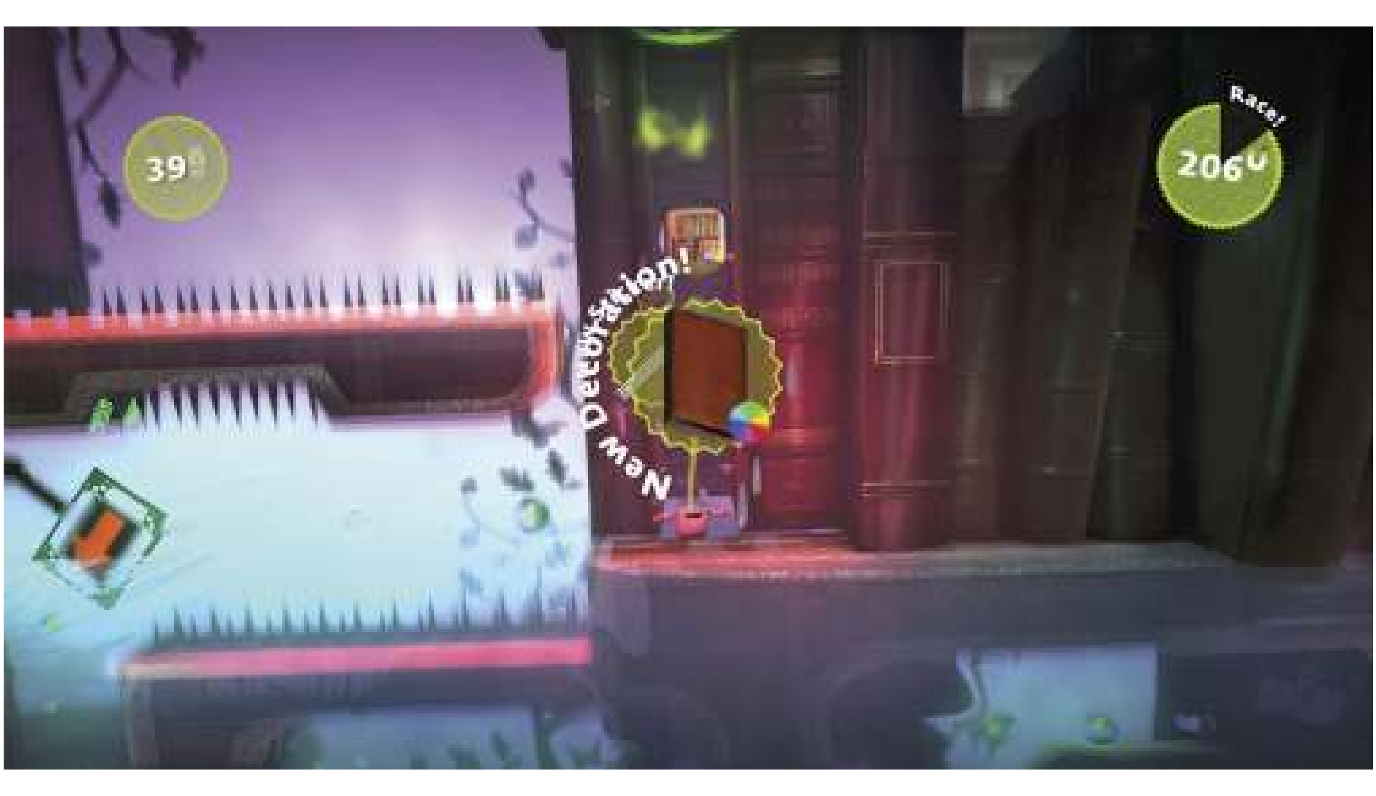




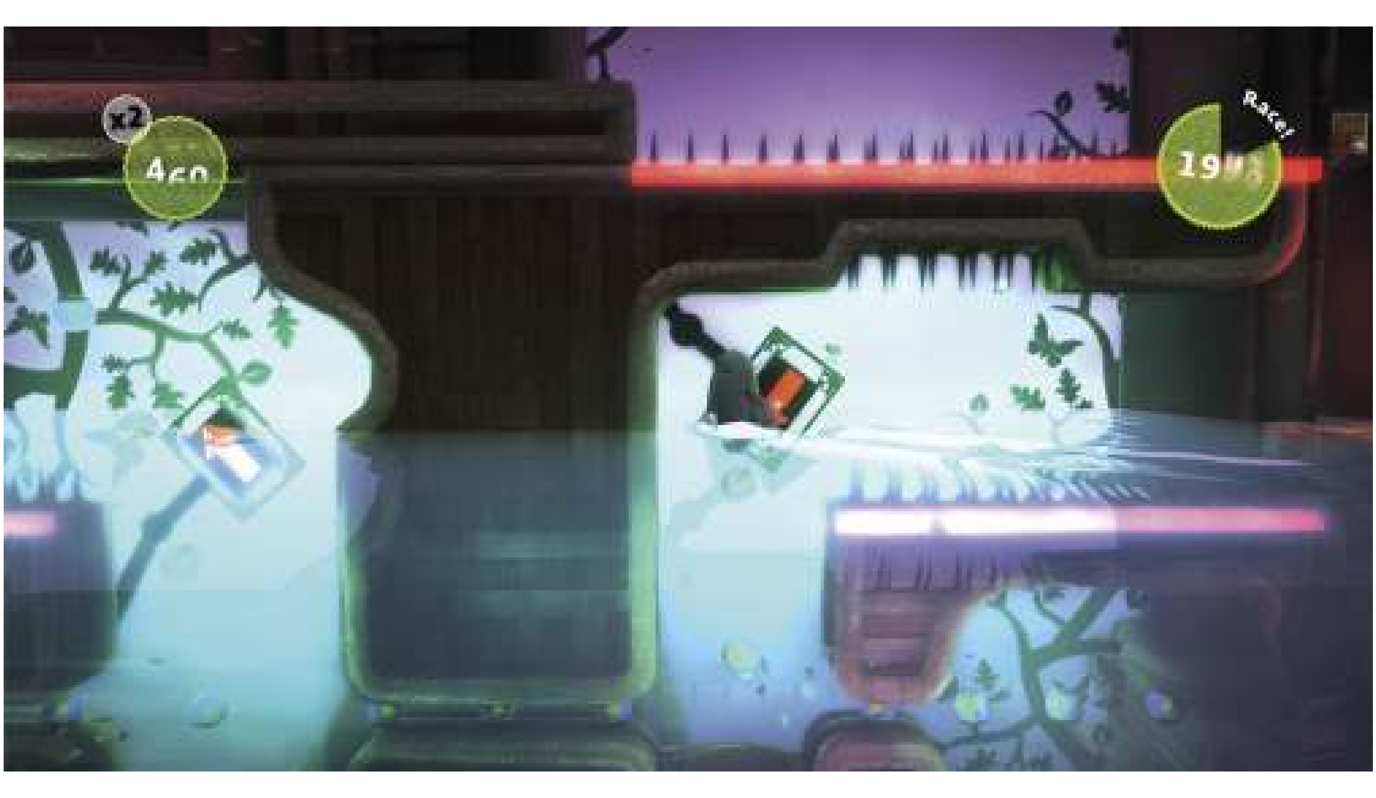
To activate the first button, stand below it. Switch to big Toggle to sink under the water's surface. Pop the Prize Bubble there for its **Art Deco Circle Sticker**.

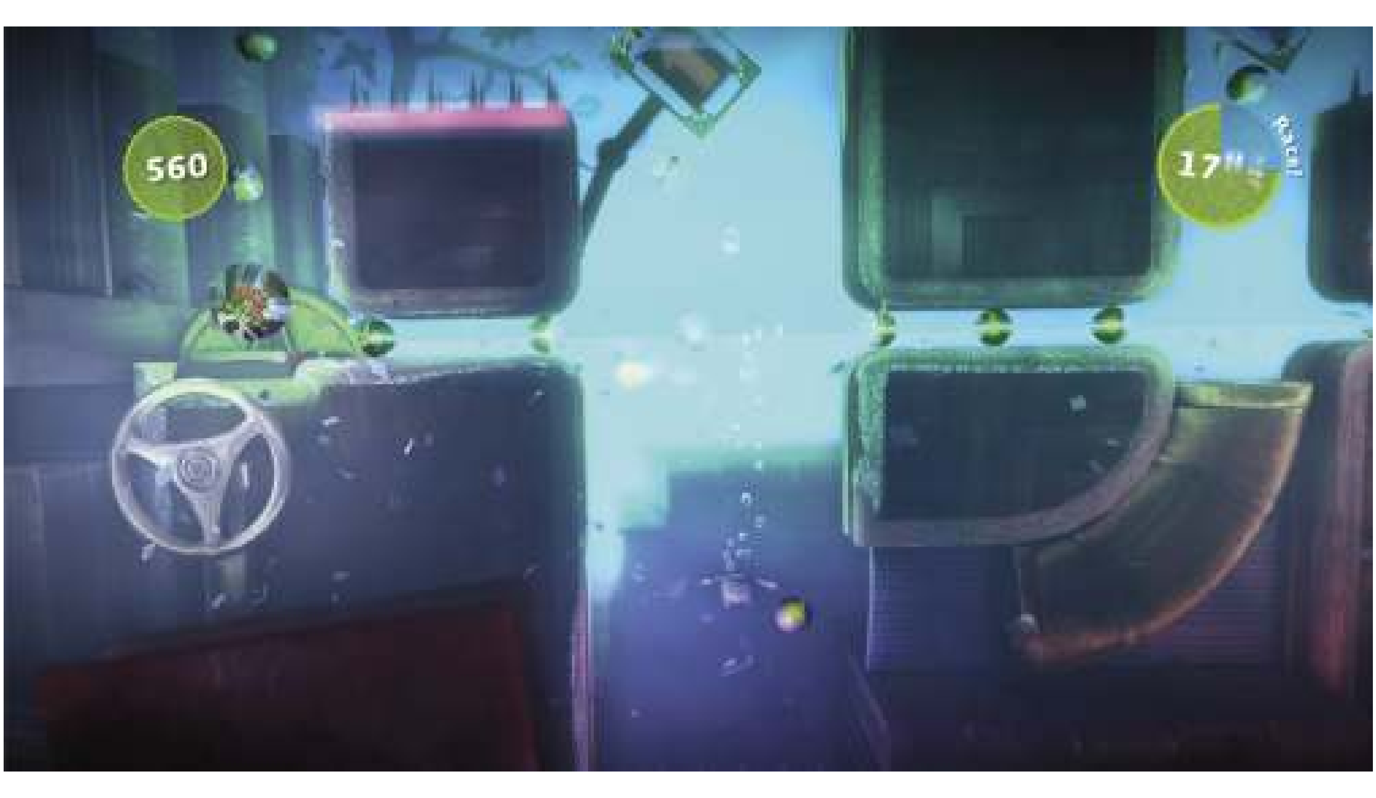
Turn back to little Toggle, and he is shot straight up into the button and a Prize Bubble offering the Music **Bar Sticker**. This lowers both the water and a wall panel. On the fall down, it's easy to pop two more Prize Bubbles for the **Bookshelf Material** and **Leather Bound Book Decoration**.



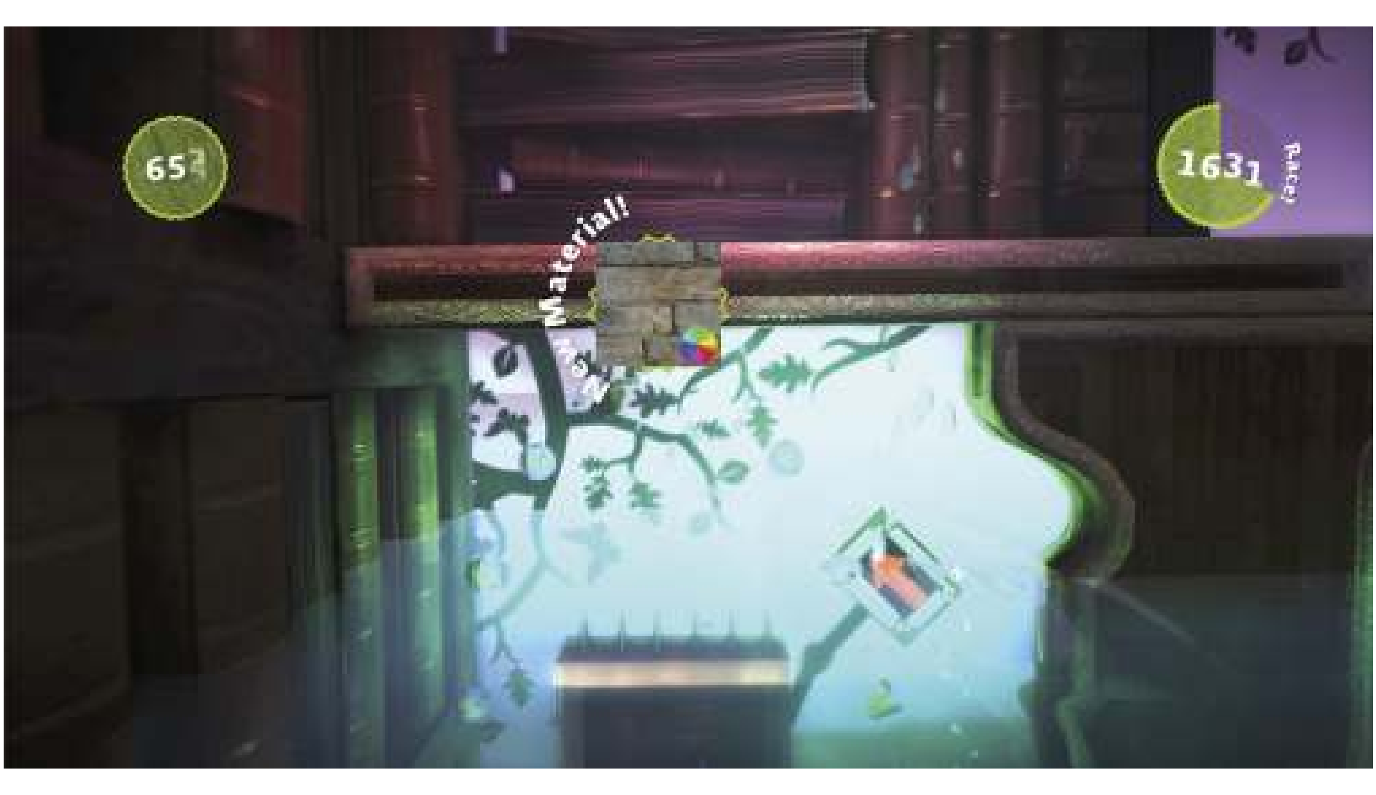


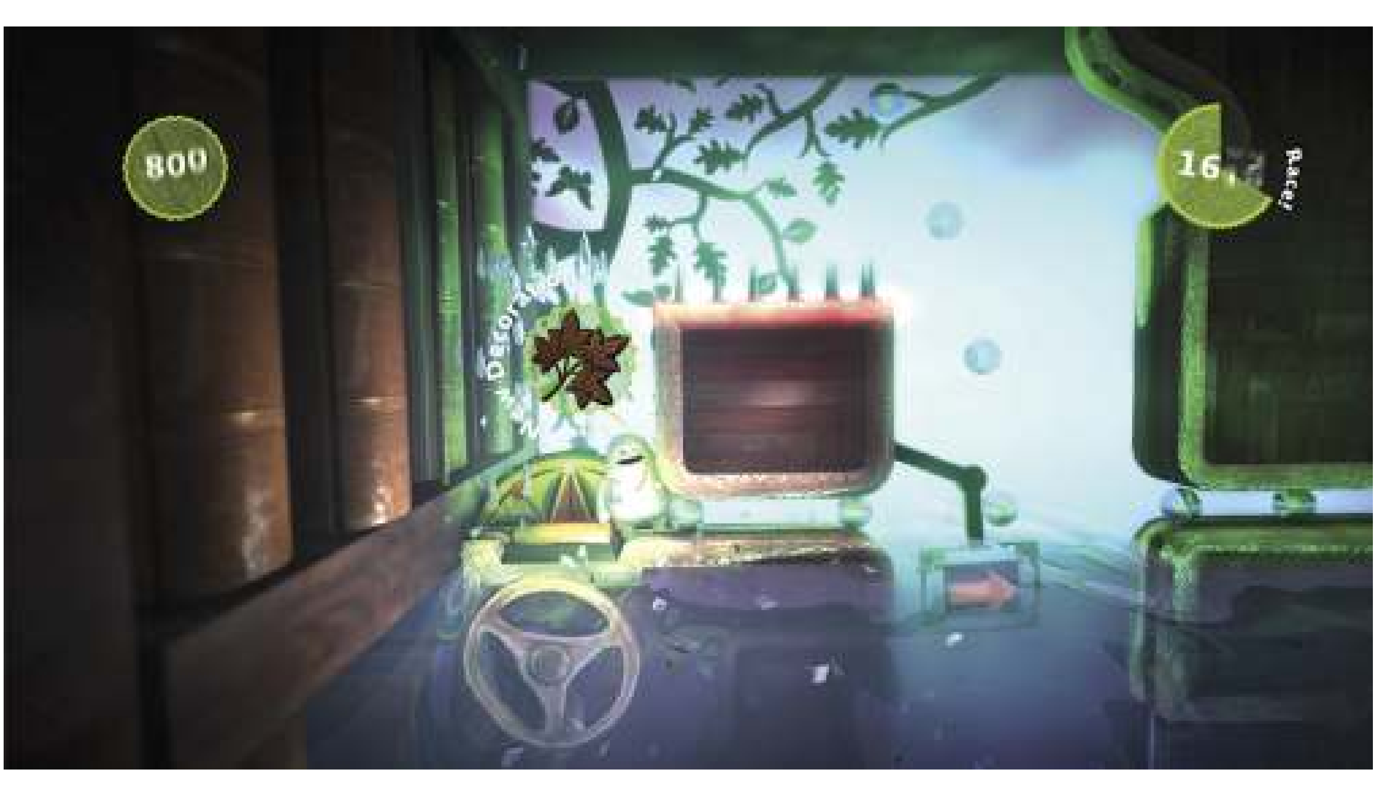
Follow the arrow, and run to the left. Switch to big Toggle to sink and move through the pipe. Emerging to the left, switch back to little Toggle, or risk sinking onto the spikes.

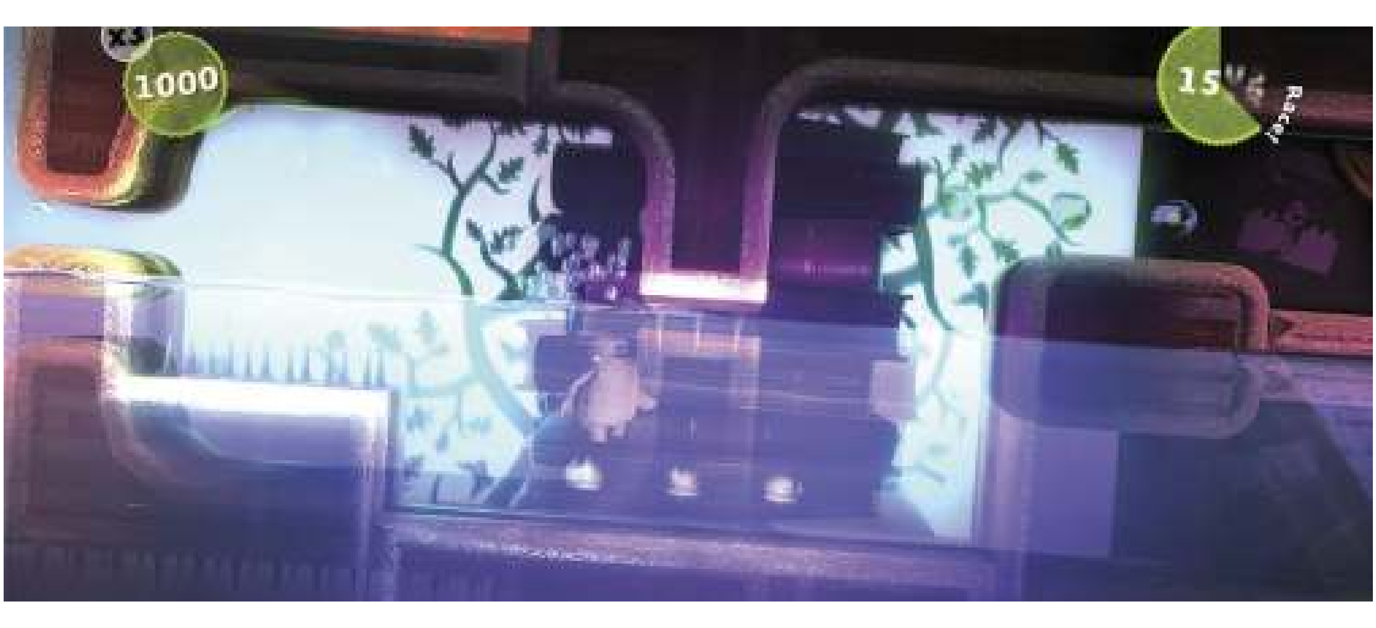




Propelled out of the water once more, guide Toggle through the mid-air Prize Bubble to snag its **Wet Bricks Material**. Once on the left of the spikes, switch to big Toggle to sink through a Prize Bubble offering the **Carved Branch Decoration**, and then hit the red button below.

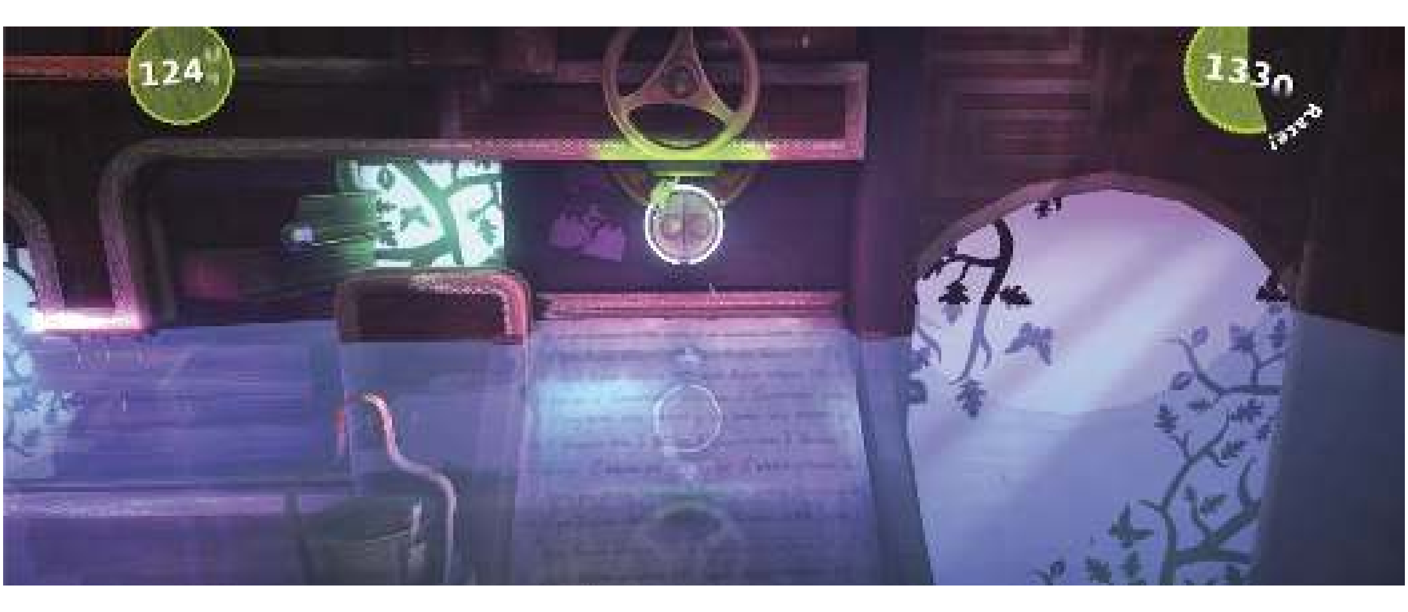


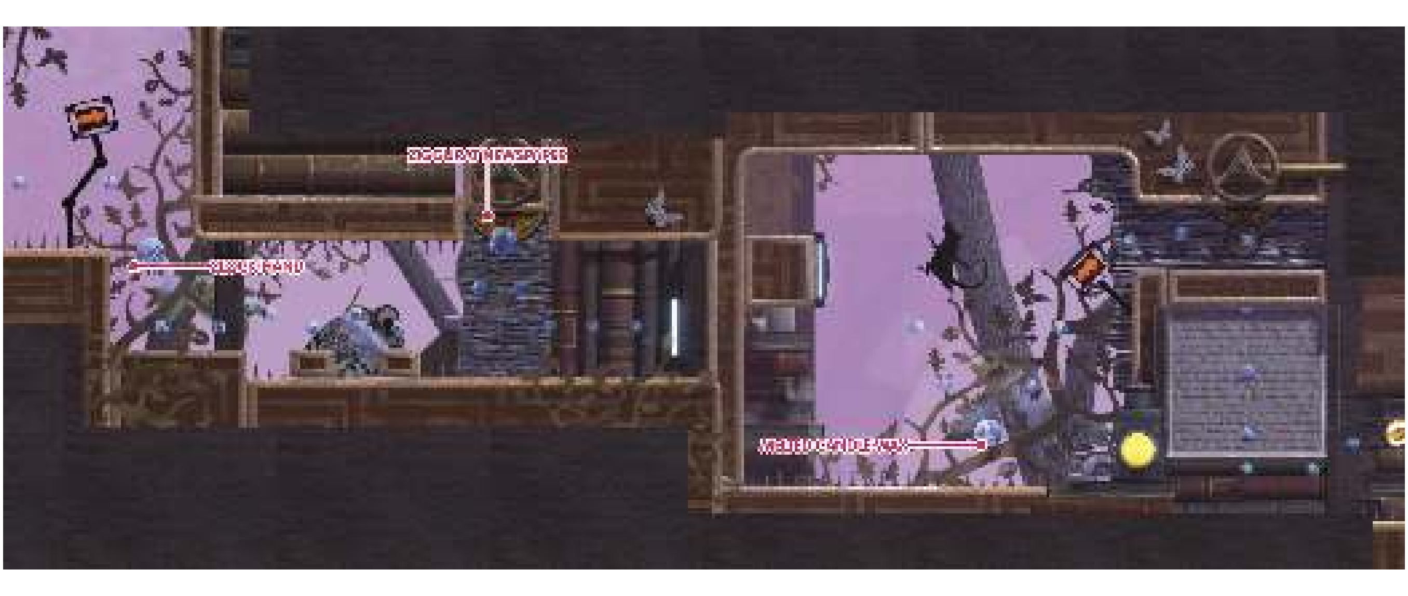




As little Toggle, walk along the water's surface until he can continue no farther. Switch to big Toggle to sink and continue under the spikes.

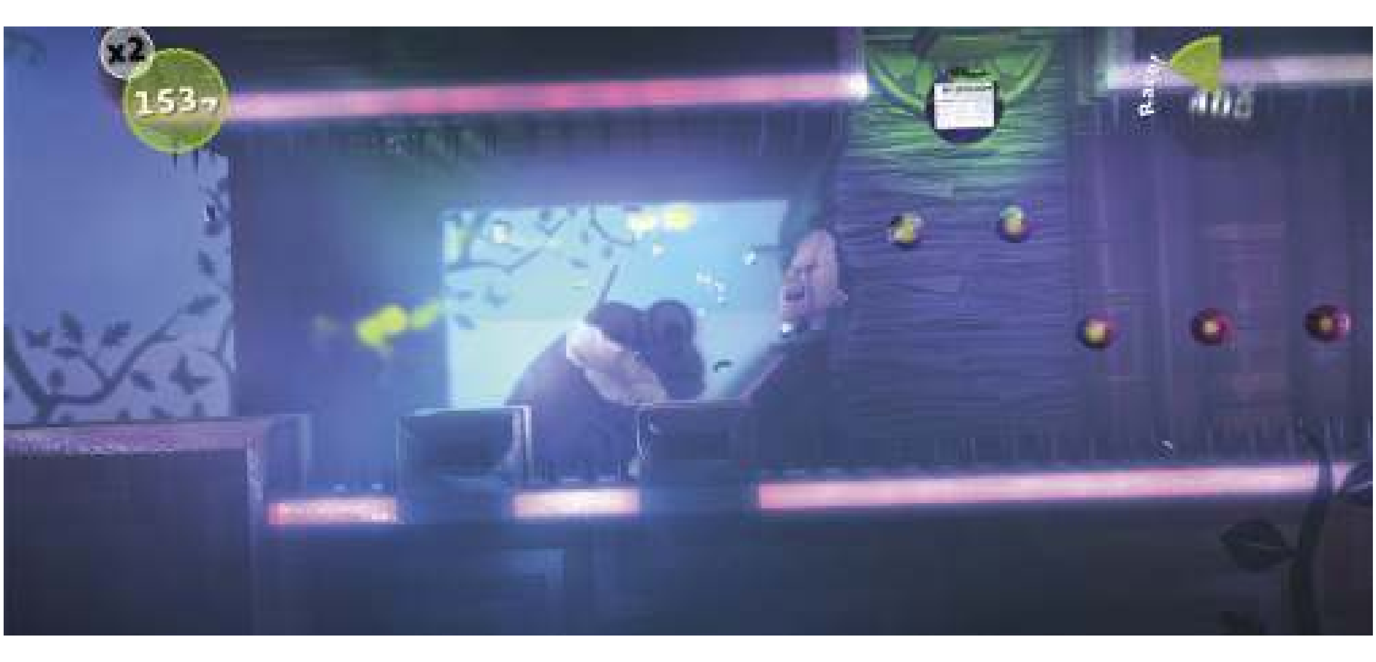
Switch to little Toggle to emerge onto dry land. At the next Checkpoint, hit the button as little Toggle to drain more water. This drops Toggle down a slide. Stay small to avoid sinking at the bottom into the spikes.





Run to the far right, and then switch to big Toggle to sink through a Prize Bubble that gives up the **Clock Hand Decoration**.

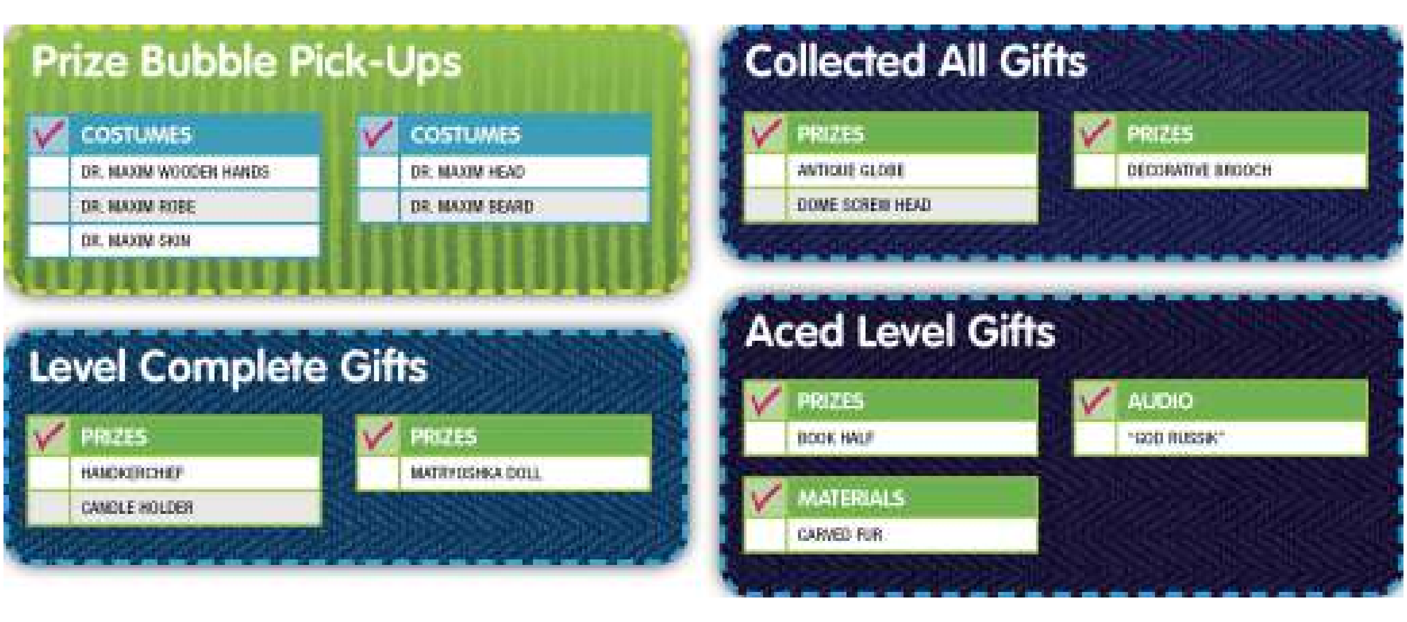
Underwater, hop between safe platforms. Then, take a daring leap toward the field of spikes. Before plummeting slowly to certain doom, switch back to little Toggle. This sends Toggle up through the **Ziggurat Newspaper Sticker** Prize Bubble and into the next button.



LittleBIG Planet 3

Adventure: The Ziggurat

Challenge Room: Here, There, and Everywhere



Prize Bubble Pick-Ups

✓	COSTUMES
	DR. MAXIM WOODEN HANDS
	DR. MAXIM ROBE
	DR. MAXIM SKIN

✓	COSTUMES
	DR. MAXIM HEAD
	DR. MAXIM BEARD

Collected All Gifts

✓	PRIZES
	ANTIQUE GLOBE
	DOME SCREW HEAD

✓	PRIZES
	DECORATIVE BROOCH

Level Complete Gifts

✓	PRIZES
	HANDKERCHIEF
	CANDLE HOLDER

✓	PRIZES
	MATRYOSHKA DOLL

Aced Level Gifts

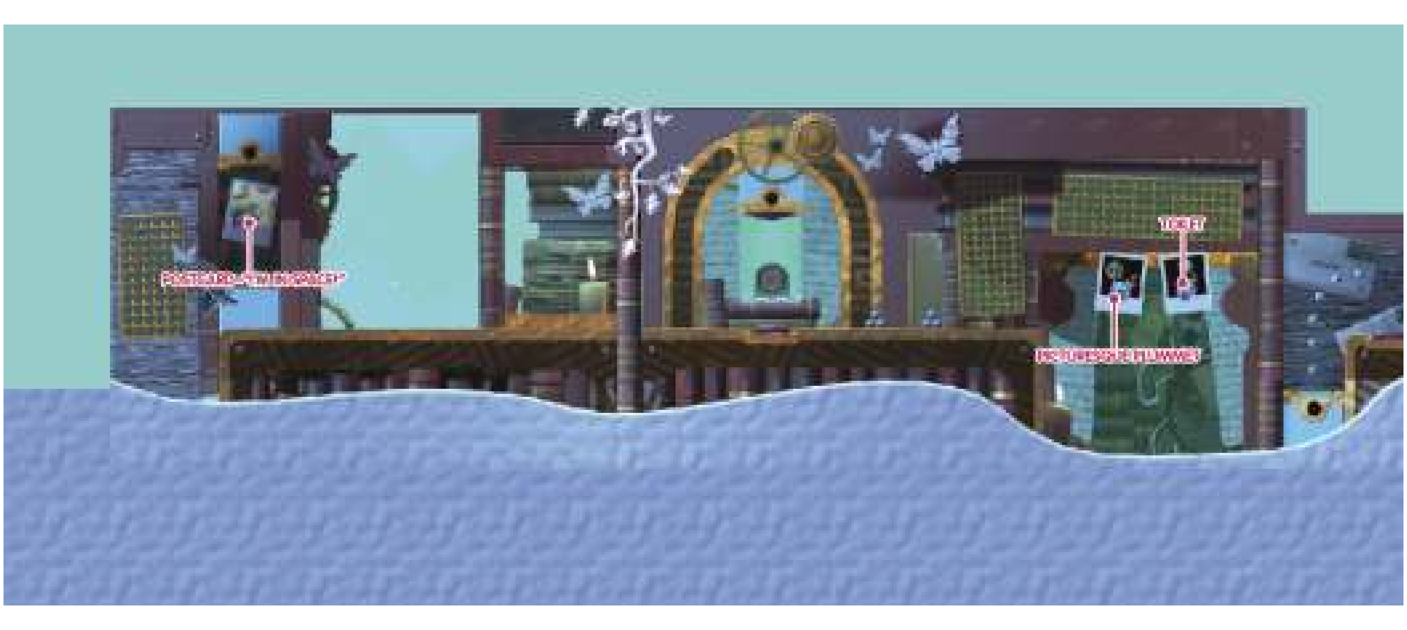
✓	PRIZES
	BOOK HALF

✓	AUDIO
	"GOD RUSSIK"

✓	MATERIALS
	CARVED FUR

No one in all of Bunkum knows more about robotics and artificial intelligence than Dr. Maxim. Recently, he was working on the most complex, risky venture he had ever undertaken. It's a revolutionary new kind of teleportation technology he calls the "Here and There Device."

Of course, he needs some help testing it to work out the kinks and ensure that it's ready for mass production. To that end, he needs two sack people to demonstrate its amazing abilities. Be sure you have a friend in tow before coming here.



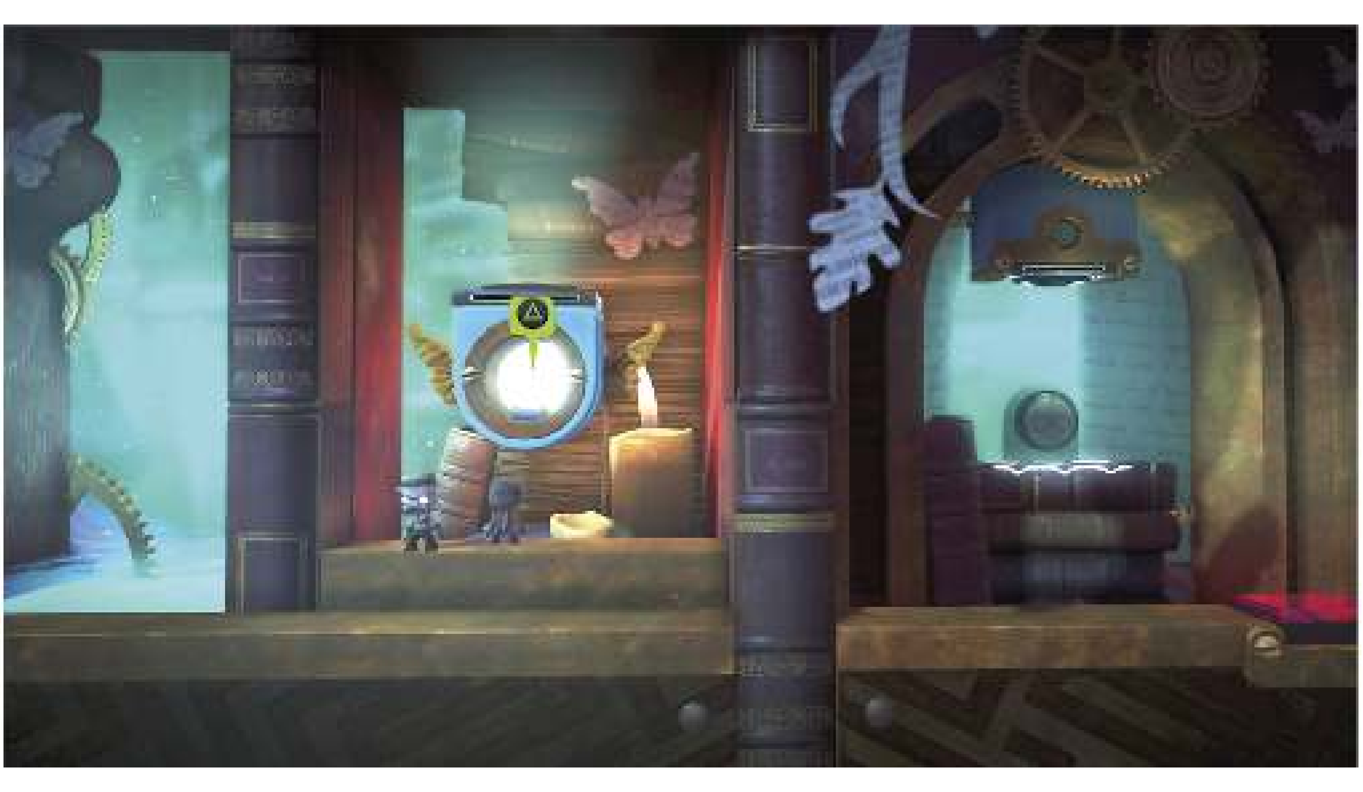
TELEPORTATION FOR TWO

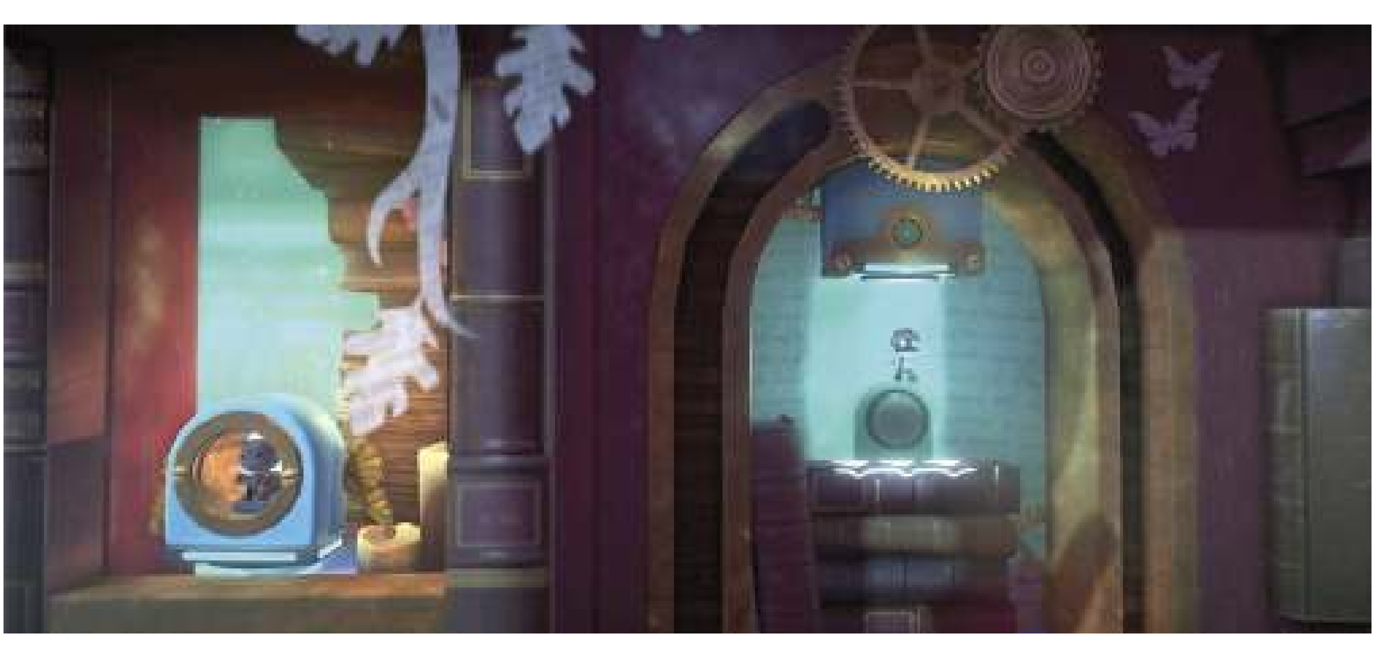
Picture-Perfect Proof

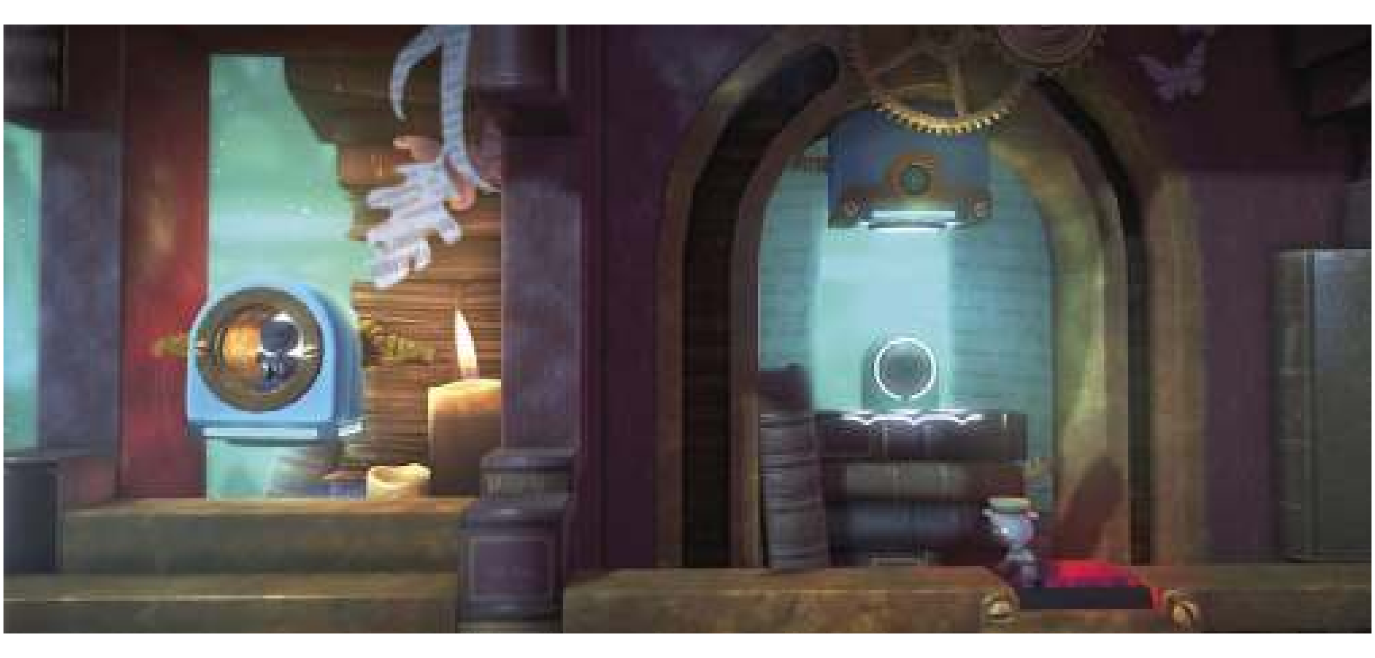
In order to properly test the capabilities of the Here and There Device, your sack people must collect stickers proving they have been both here and there.

To begin with, one sack person must press △ to enter the device's cockpit. They now control the device's position with the left stick and rotate it with the right stick. Notice that one side is covered with a modified Velociporter portal. This is the key to the device's functionality!

Point the portal surface down. That way, your test subject partner can hop up through the Velociporter and emerge out another in the background to the right.







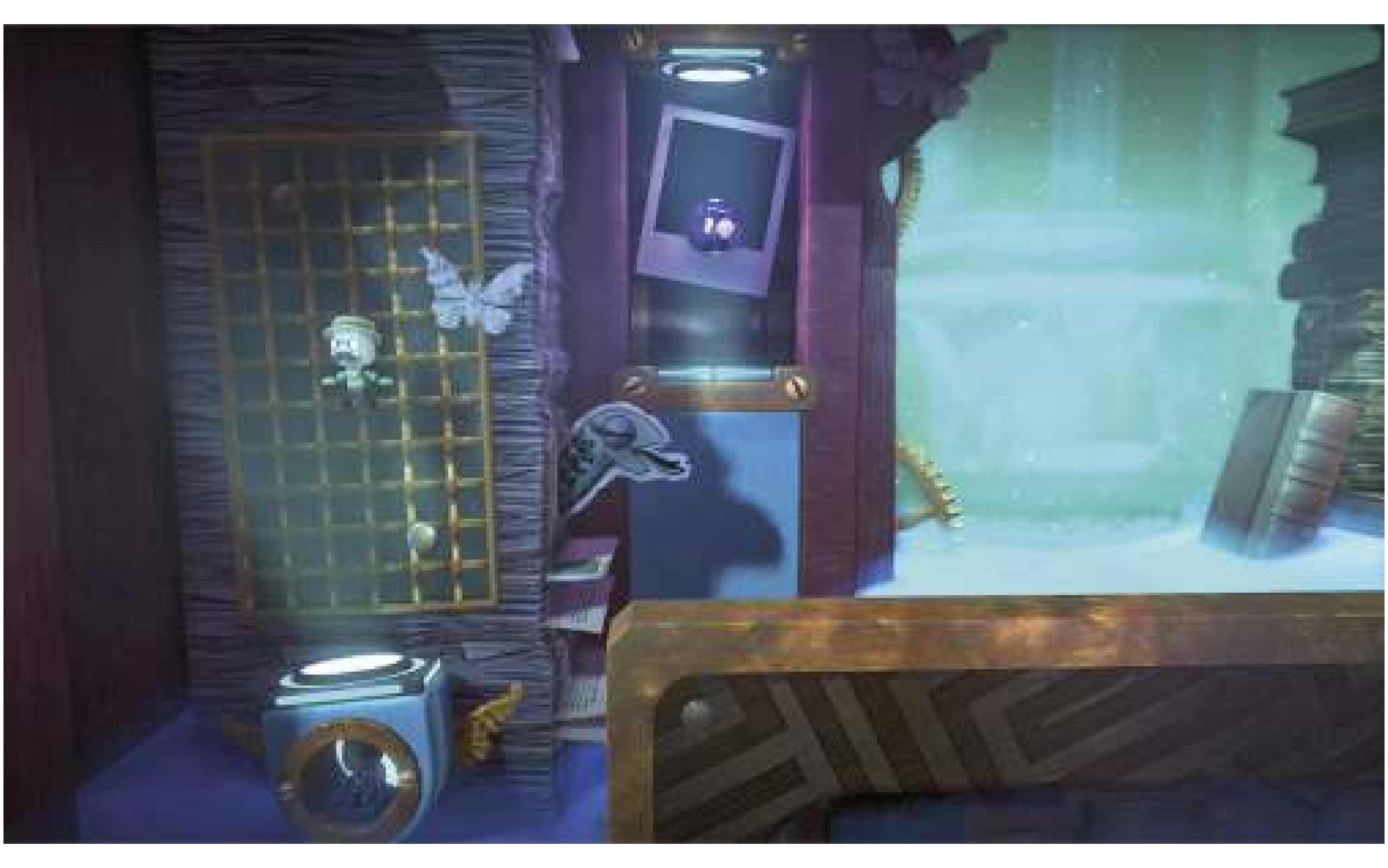
Landing on Layer Launchers, the traveler is thrown forward onto a red button. This retracts the book barrier, allowing the pilot free movement.

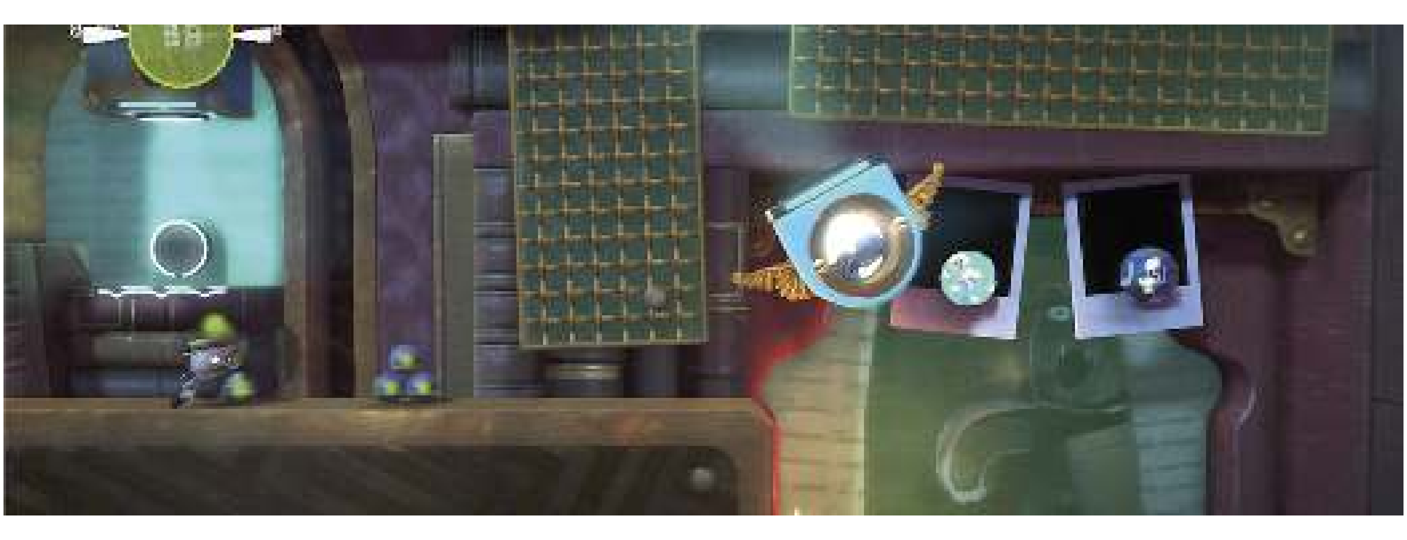
The first sticker needed to prove the device works is located on the far left side. Position the device beneath the metal grating. Then, have the subject climb up the grating and drop down onto the portal surface.

This shoots them into the background, through a Prize Bubble bearing the **Postcard–"I'm in Space!" Sticker**. Activating the Blue Bounce Pads reverses the subject's course back through the device and into the foreground, depositing them at the point of origin.

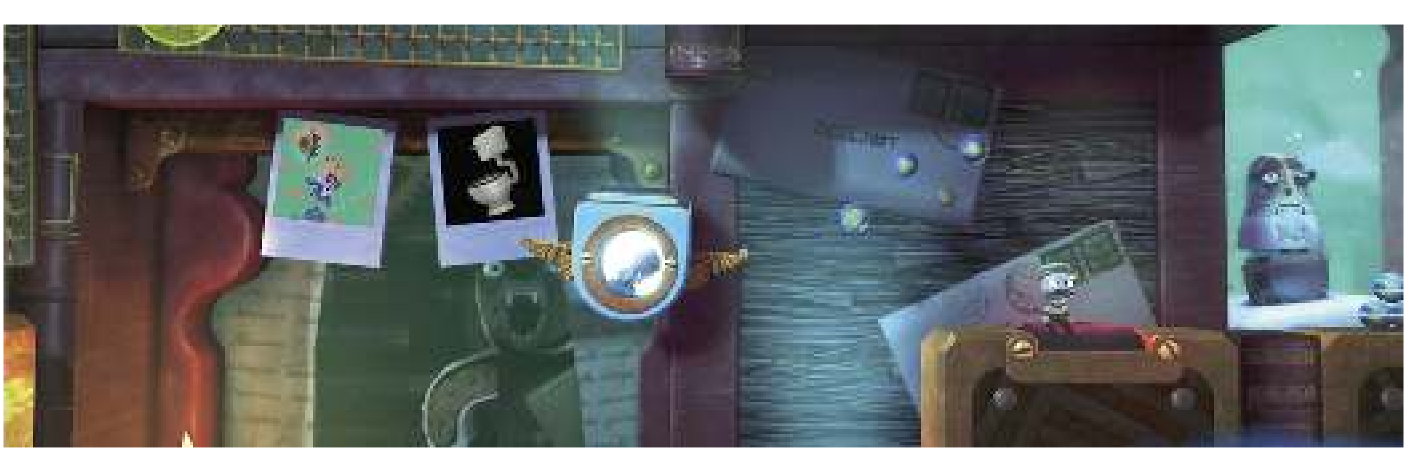
Head back to the right. Two necessary Prize Bubbles are hovering over some noxious gas. Place the device under a Prize Bubble, with the portal surface pointed up to catch the test subject on their way down.

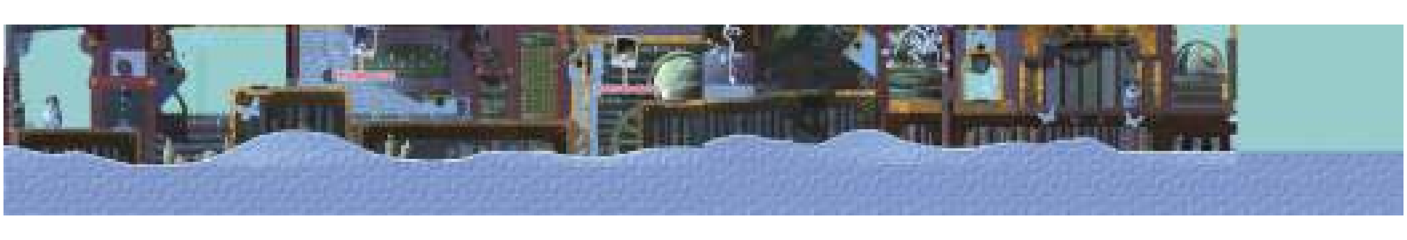
This way, the traveler can climb the grates and drop straight down through the Prize Bubbles, emerge out another Velociporter to the right, and then come back through immediately to try again for the other Prize Bubble. Doing so lets you acquire the **Picturesque Plummet Sticker** and **Toilet Sticker**.





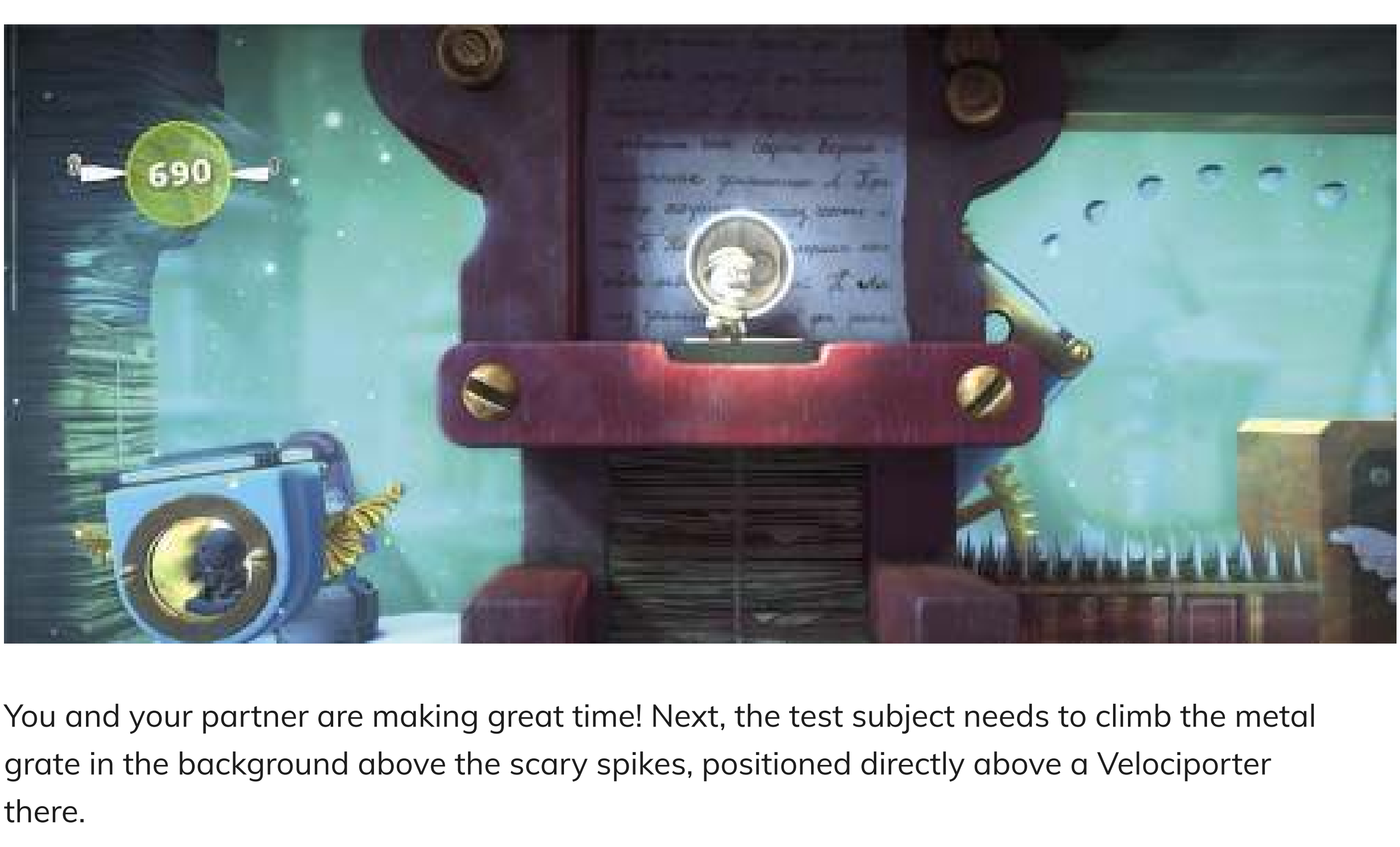
The traveler must fall down into the device again to emerge to the right with enough speed to land on the red button and open up the way forward.





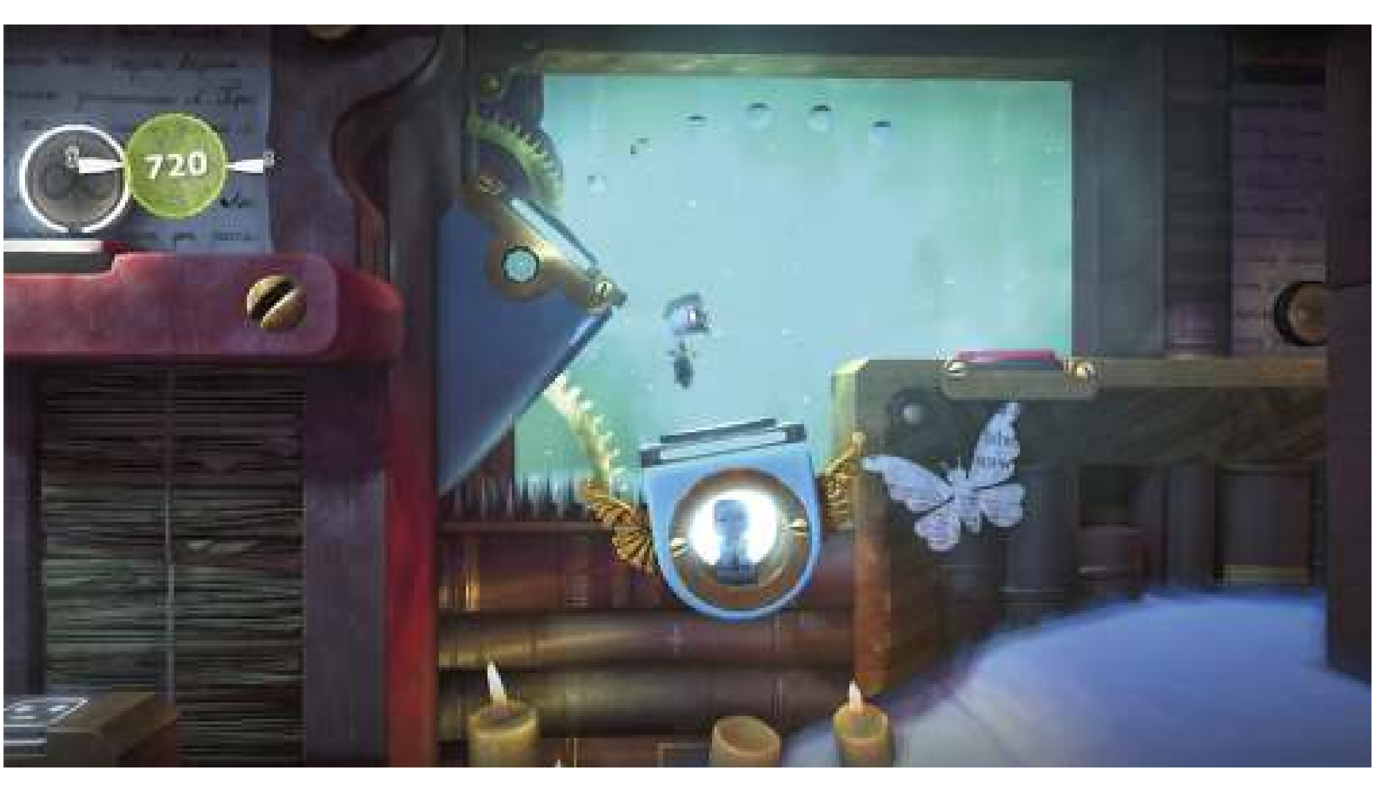
The test subject should take the Bounce Pads just ahead to reach the next Checkpoint above. Move the device to an area past the platform's edge and below. Give the traveler plenty of airspace to build up speed, and have them drop straight down into the portal surface of the device.

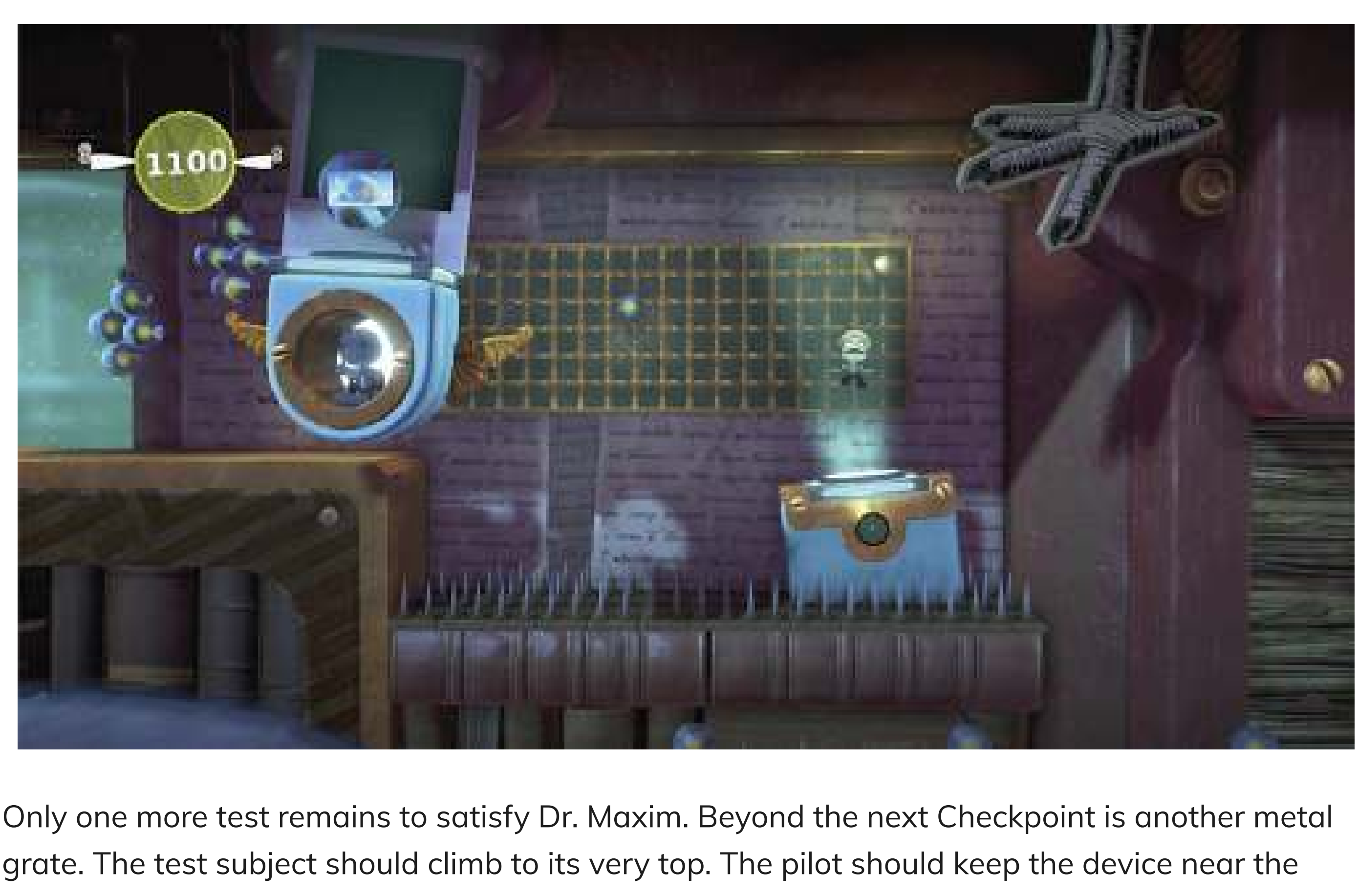
Mustering enough speed in the process allows the traveler to fly out of the rear layer's Velociporter and onto a red button.



You and your partner are making great time! Next, the test subject needs to climb the metal grate in the background above the scary spikes, positioned directly above a Velociporter there.

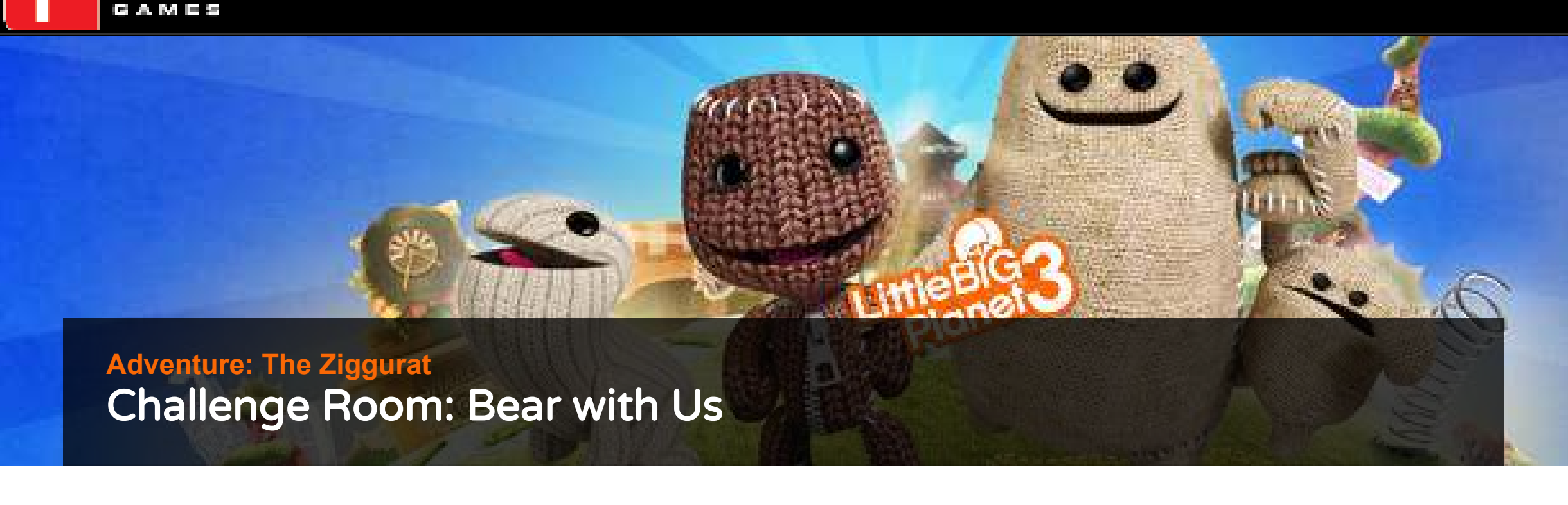
Meanwhile, the device pilot must hover directly below the Prize Bubble, with its portal surface facing up. When both are in position, the traveler can drop through the rear Velociporter and emerge out of the top of the device, flying through the Prize Bubble to nab the **Postcard–Igloo Sticker**.





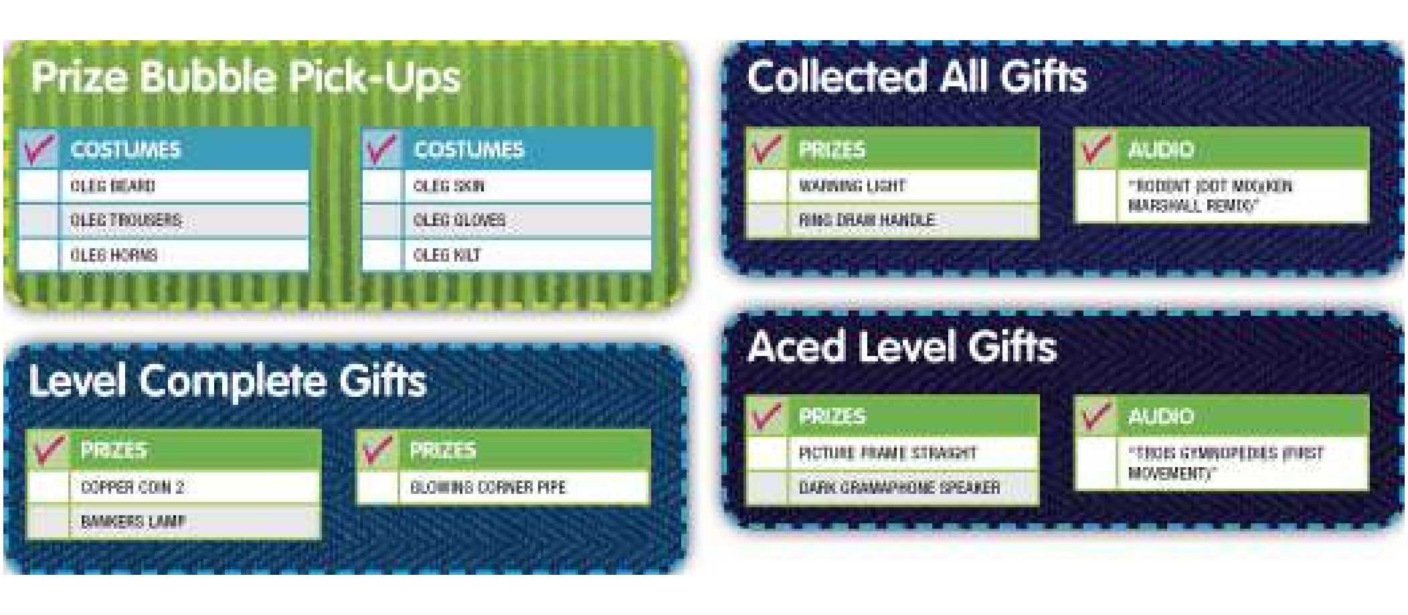
Only one more test remains to satisfy Dr. Maxim. Beyond the next Checkpoint is another metal grate. The test subject should climb to its very top. The pilot should keep the device near the ground below and aim the portal surface up.

Wait for the moving Velociporter in the rear layer to reach its maximum height before having the traveler fall through the Here and There Device. The momentum carries that sack person through and into the back layer, flying through the **Postcard–Island Sticker** Prize Bubble, and landing on a red button.



Adventure: The Ziggurat

Challenge Room: Bear with Us



Prize Bubble Pick-Ups

✓ COSTUMES	✓ COSTUMES
OLEG BEARD	OLEG SKIN
OLEG TROUSERS	OLEG GLOVES
OLEG HORNS	OLEG KILT

Collected All Gifts

✓ PRIZES	✓ AUDIO
WARNING LIGHT	"RODENT (DOT MIX)/KEN MARSHALL REMIX"
RING DRAW HANDLE	

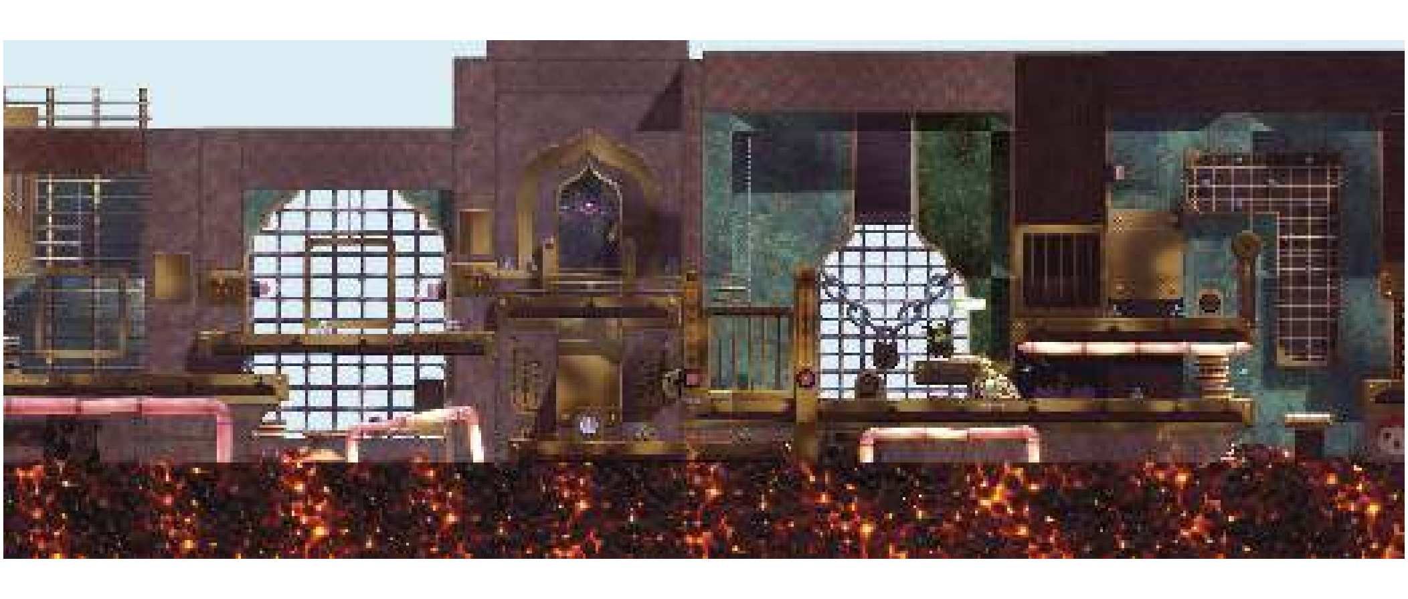
Level Complete Gifts

✓ PRIZES	✓ PRIZES
COPPER COIN 2	GLOWING CORNER PIPE
BANKERS LAMP	

Aced Level Gifts

✓ PRIZES	✓ AUDIO
PICTURE FRAME STRAIGHT	"TROIS GYMNOPEDIES (FIRST MOVEMENT)"
DARK GRAMAPHONE SPEAKER	

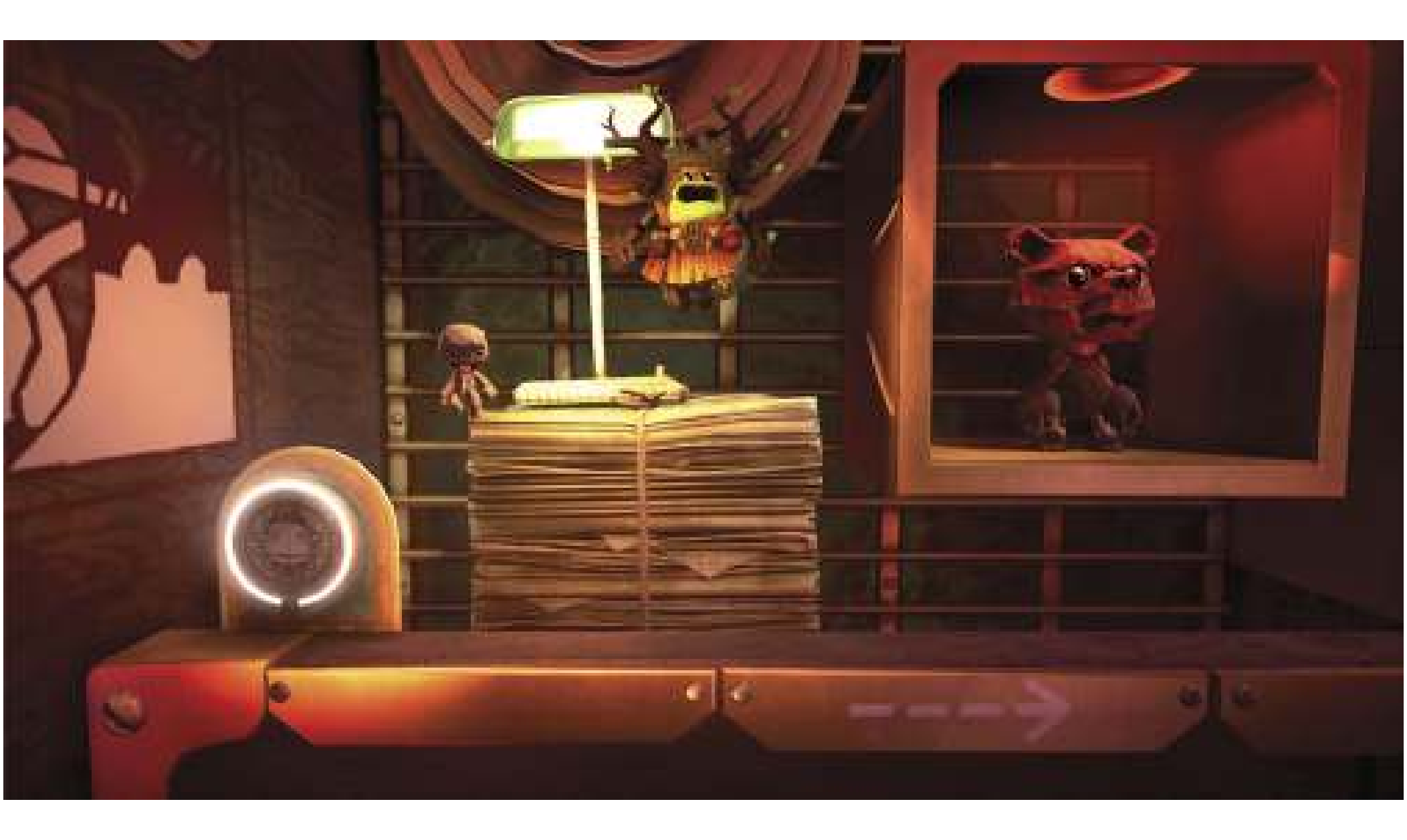
There's nothing more important in Oleg's life than the bears he cares for. Sadly, something's got them in a truly rotten mood lately. As the saying goes, "music soothes the savage beast." Oleg implores you to reach the end of the level and help pull the lever to play some calming music. However, be mindful of the bears' Score Bubbles scattered throughout. Pilfering them is sure to only exacerbate their bad mood.



HOPPING MAD

Less Popping, More Bouncing

These bears don't shy away from letting their feelings be known. Throughout the level, they stomp about in their individual cubbies with persistent and consistent rhythm. Every time their mighty paws land, the entire level shakes, and your sack person is propelled through the air.

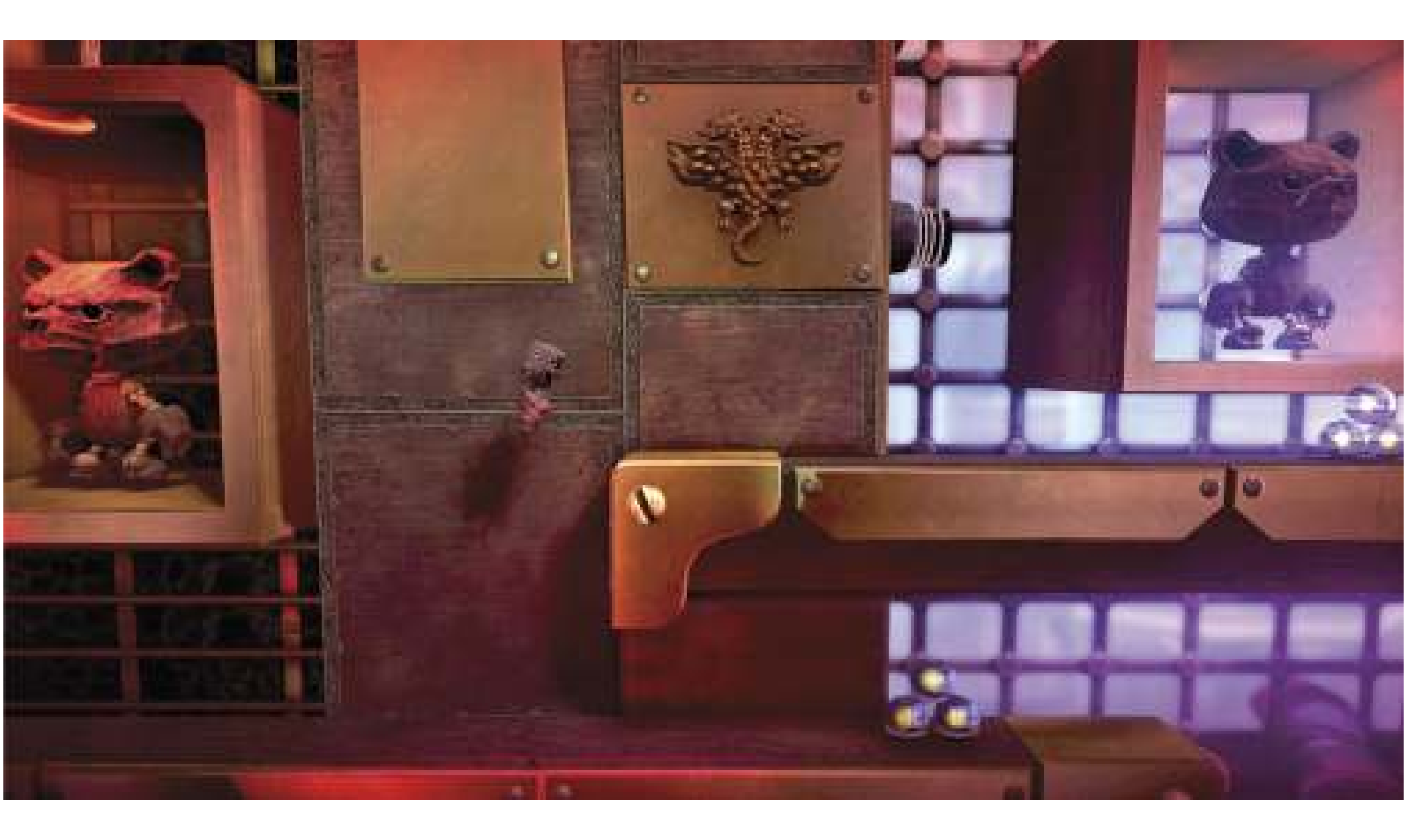


TOOLS FOR SUCCESS

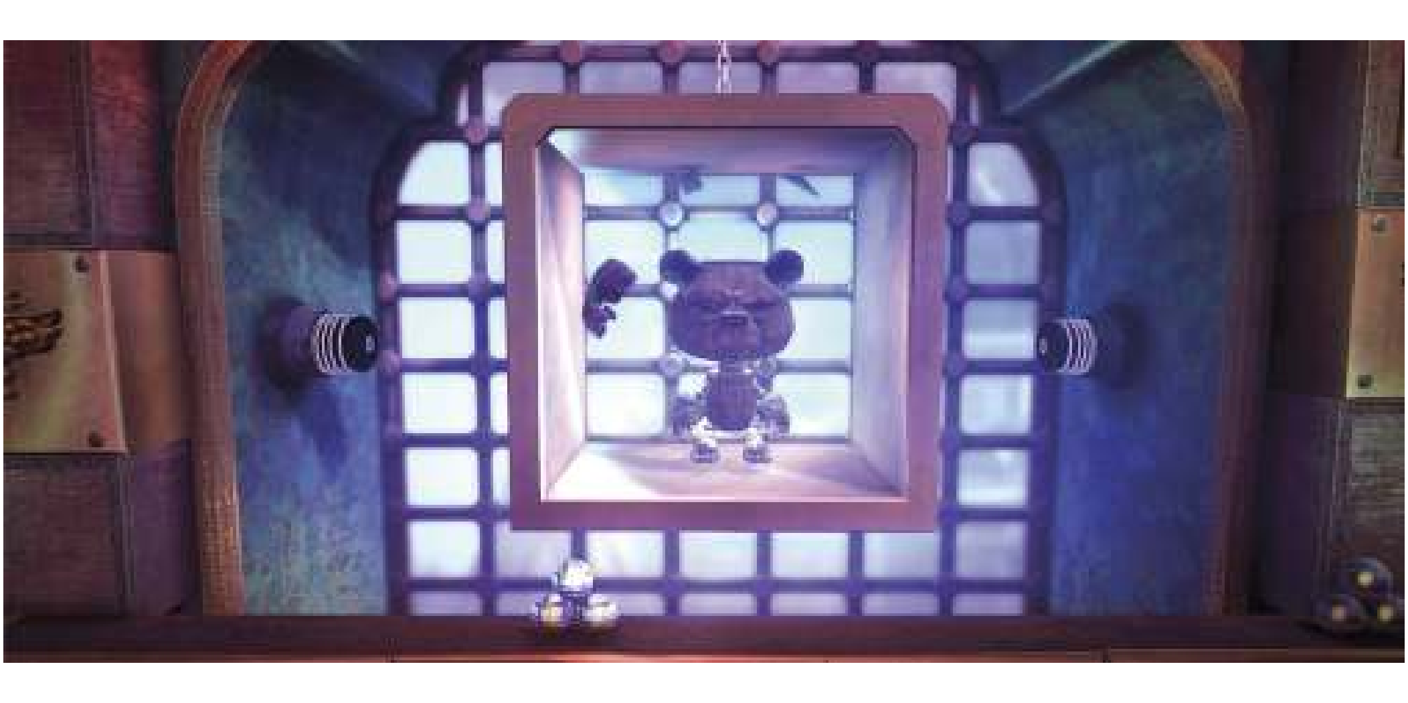
You can also always use the Pumpinator to simply blow Score Bubbles from your path. A less messy option is to use the Boost Boots, once acquired, to propel your sack person safely over and around the Score Bubbles.

While there's no great secret to making it through to the end to flip the lever, avoiding the bears' Score Bubbles makes the proposition considerably trickier. The key is to let the bear-triggered bounces send your sack person to the correct spot.

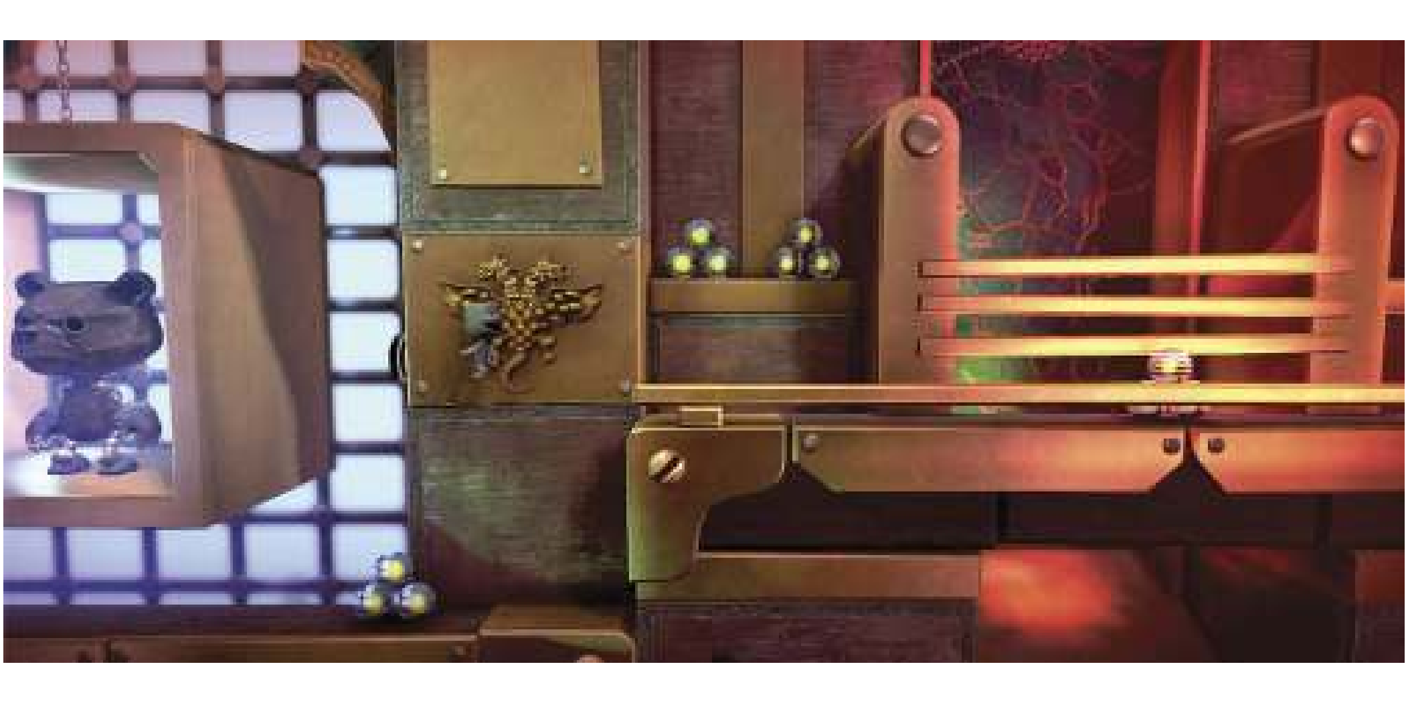
To get past the first trio, let the bounce lift your sack person up to the next level.



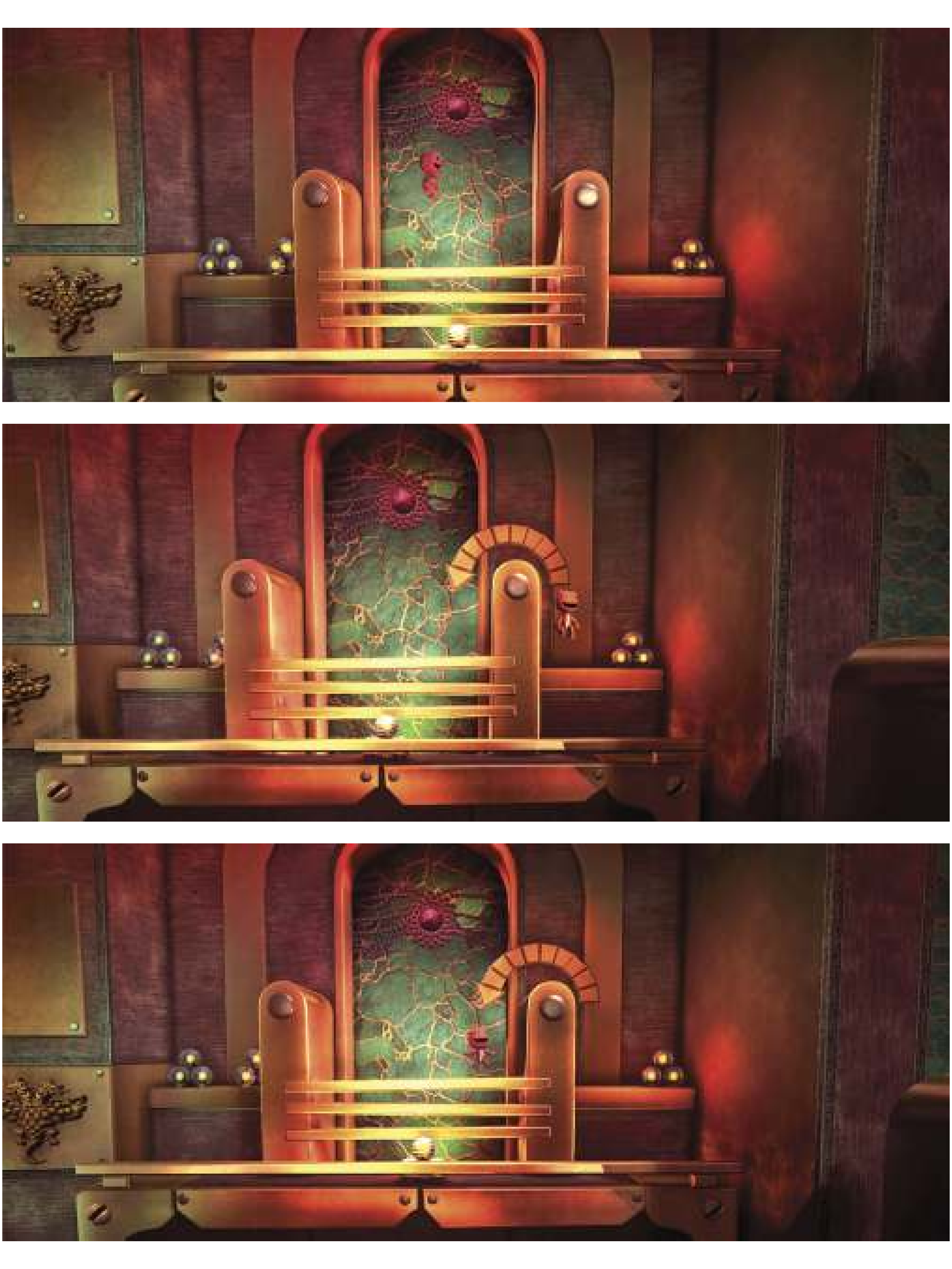
Bounce over the next two piles.



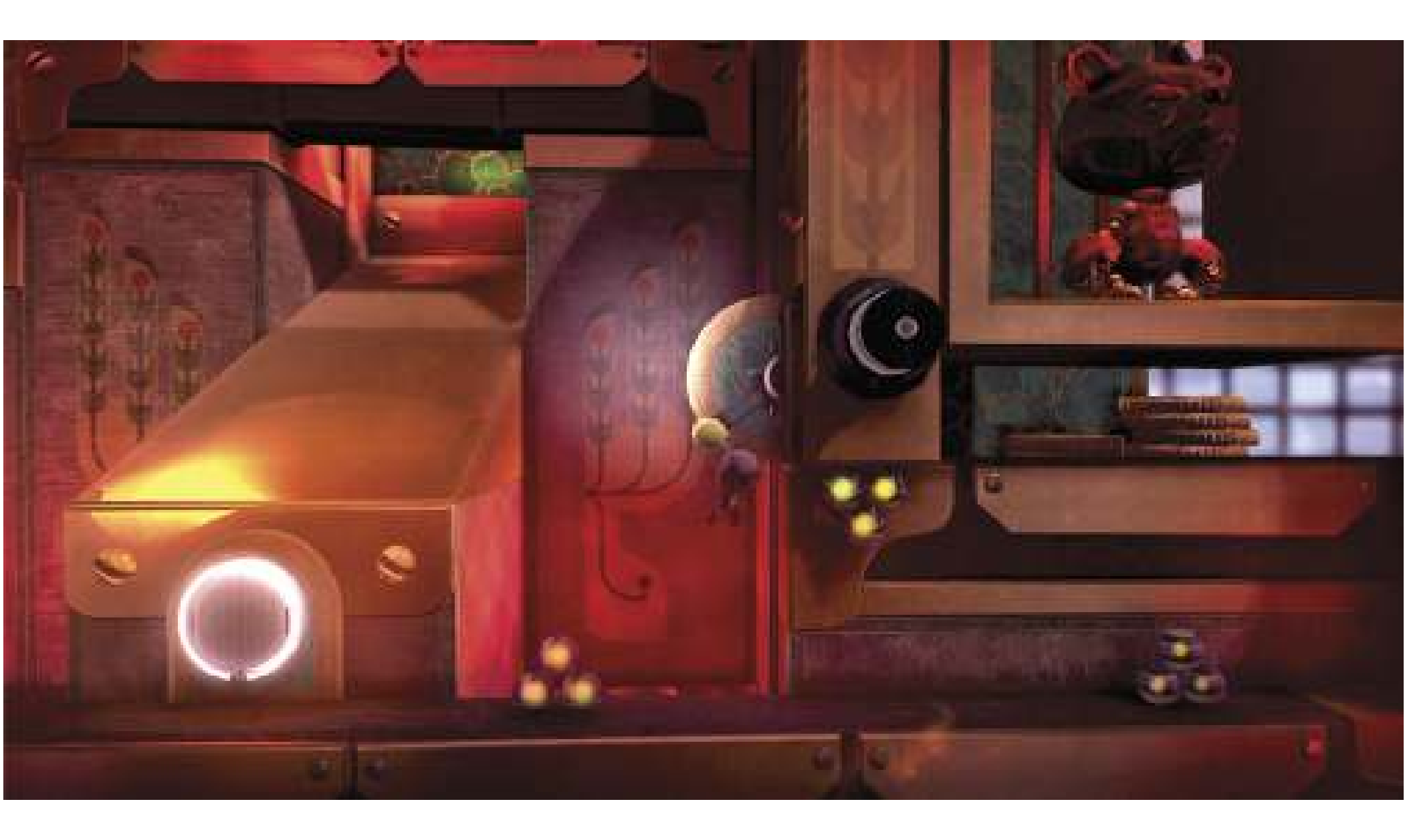
Once in the corner, let the bounce lift your sack person up to the next platform.



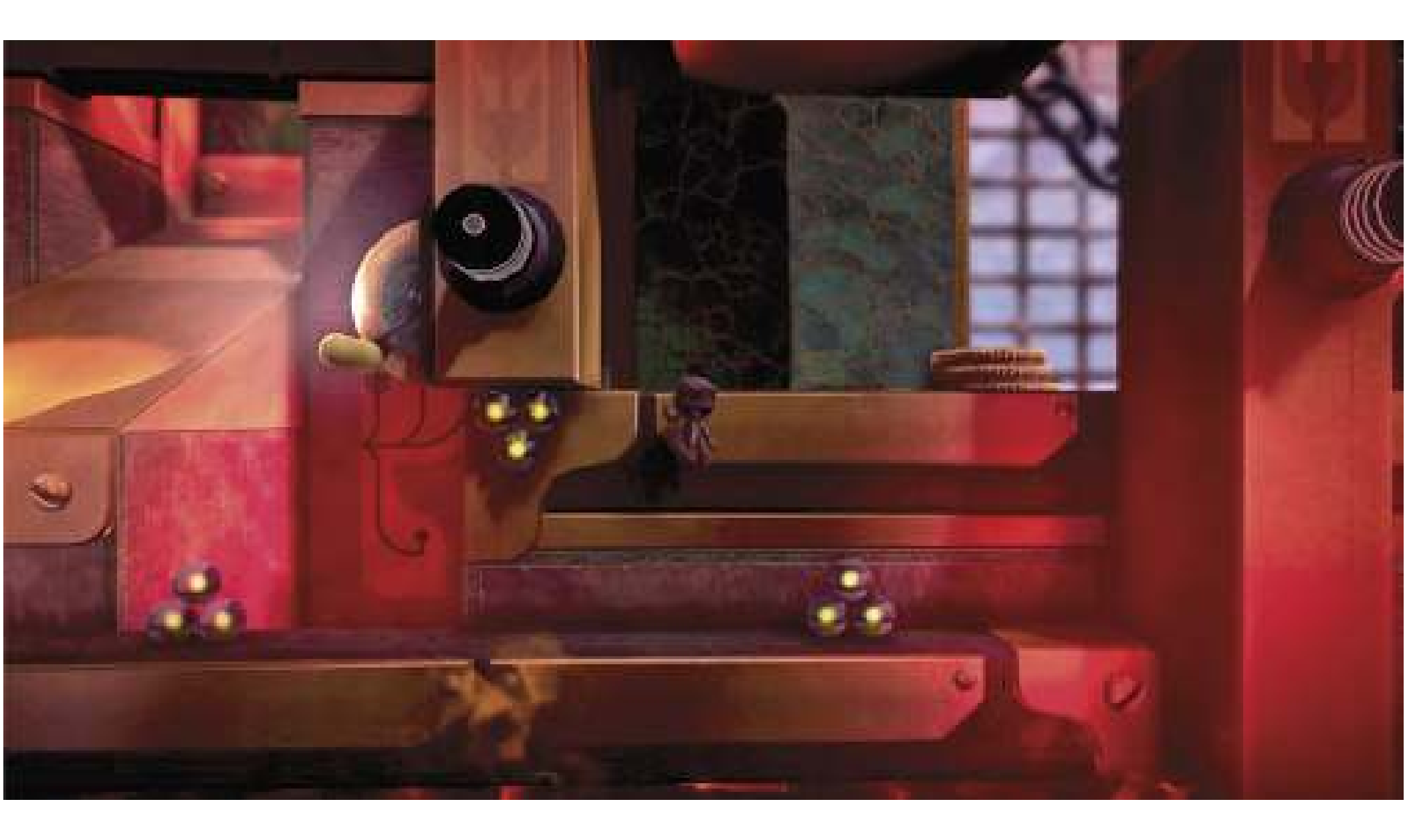
Avoid the left side, where there's a cache of Score Bubbles. Stand to the left of the front-and-center Score Bubble pile. Get bounced over it. On the other side, a helpful arrow shows the path ahead.



Safely at this next Checkpoint, let your sack person get propelled up over the next Score Bubbles to reach up and grab a wall-mounted switch.



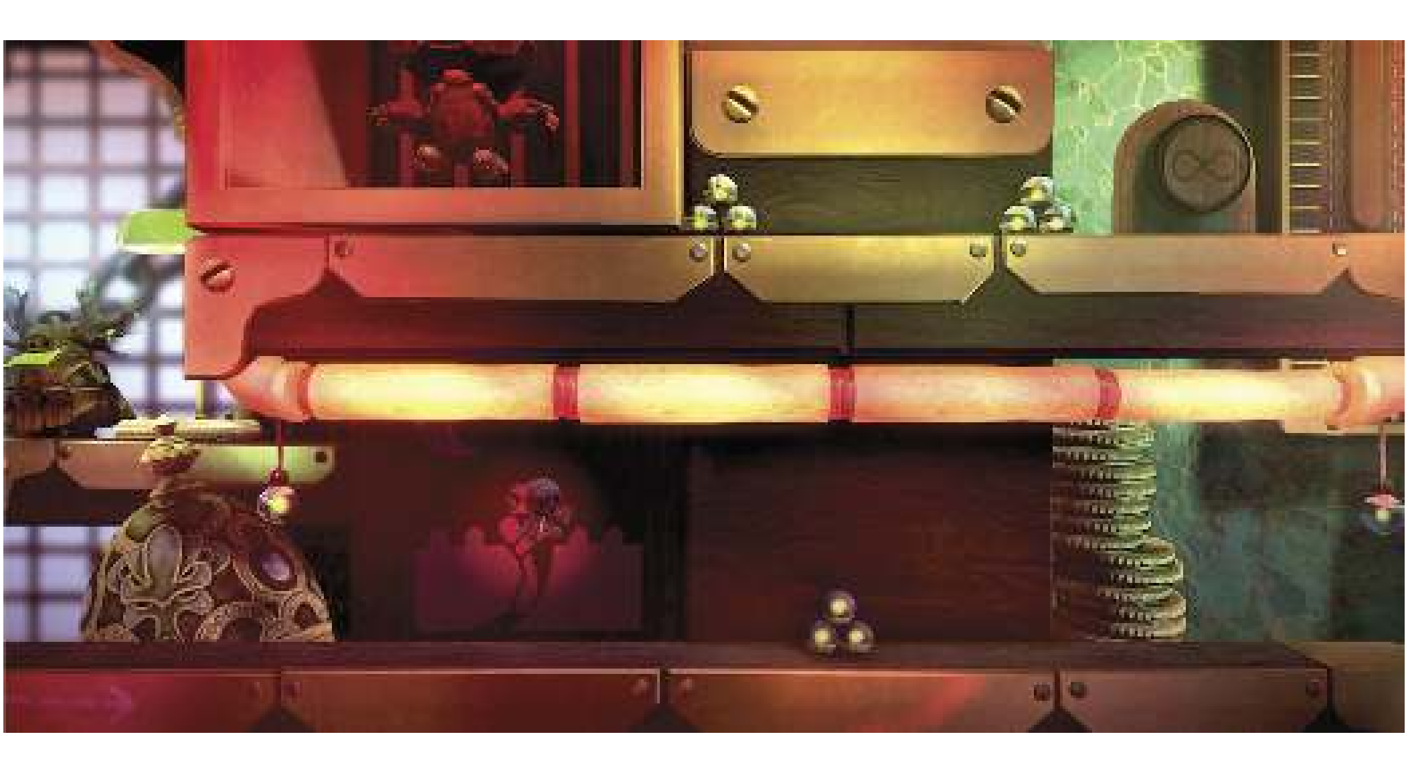
Wait between bounces to move to the right, and avoid the ceiling Score Bubbles. The next bounce should send your sack person to the next level up and a layer back.



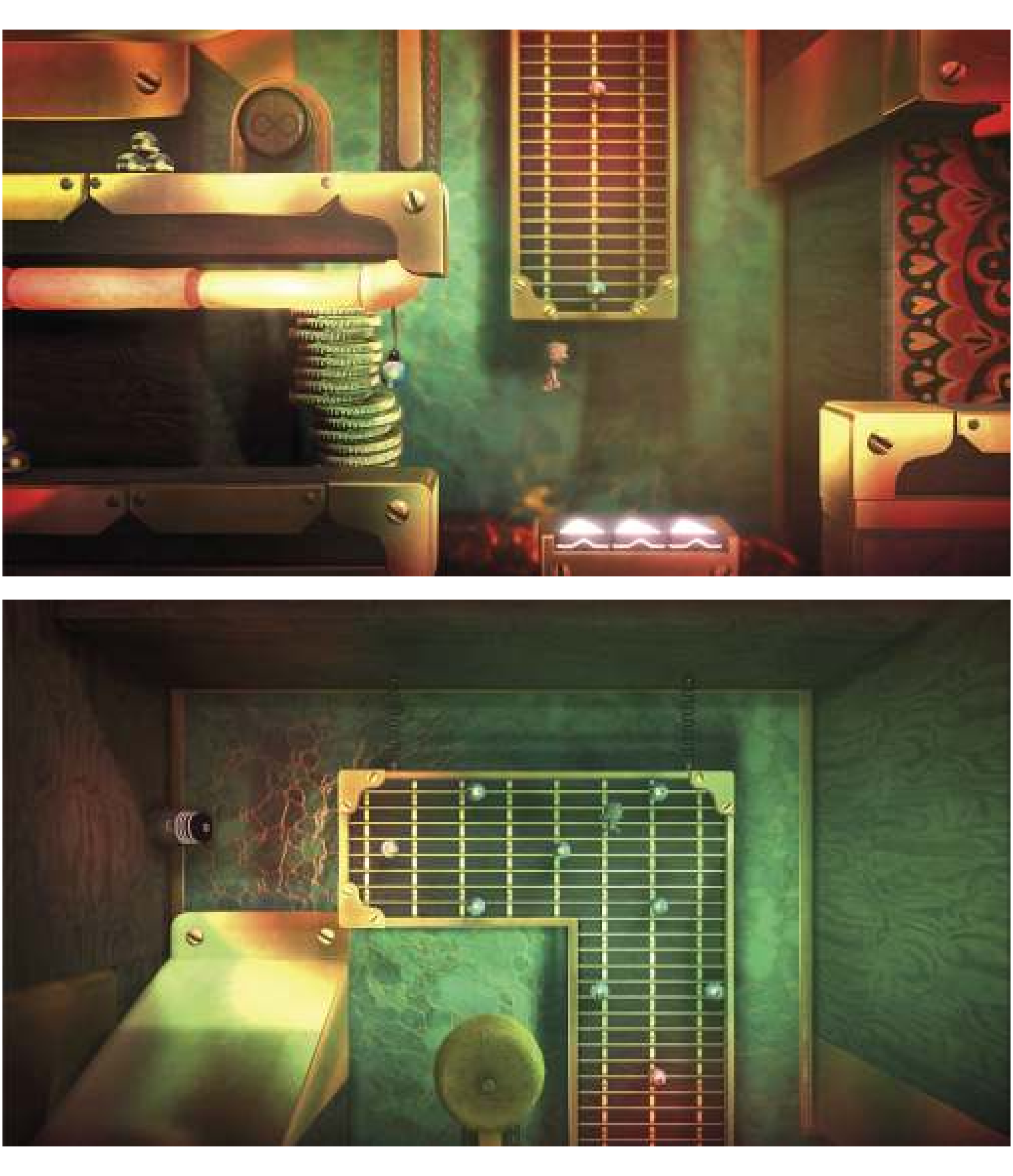
Roof is on Fire

Move to the right, and drop down. The ceiling of the passageway ahead has a white-hot pipe running along its length. Standing underneath when the bears stomp down is guaranteed to plow your sack person directly into a fiery demise.

Instead, watch the bear above. Wait for it to jump in the air, and then make your sack person jump. When timed properly, the bounce of the bear happens while your sack person is in mid-air and unaffected.



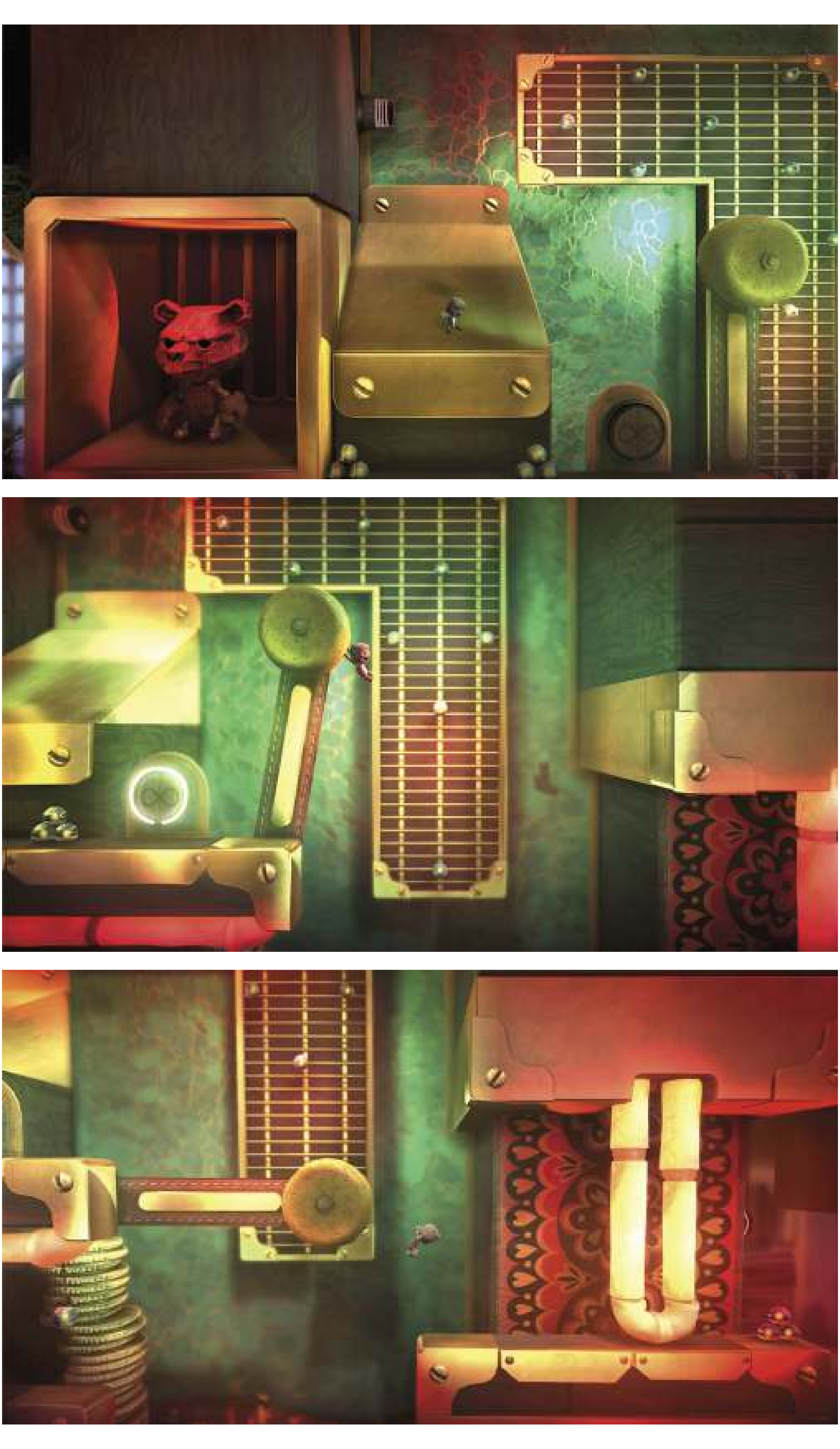
Jump off the edge of the platform and land on the Layer Launchers. Immediately grab the metal grating in the background that your sack person is launched toward.



VERTICAL CLEARANCE

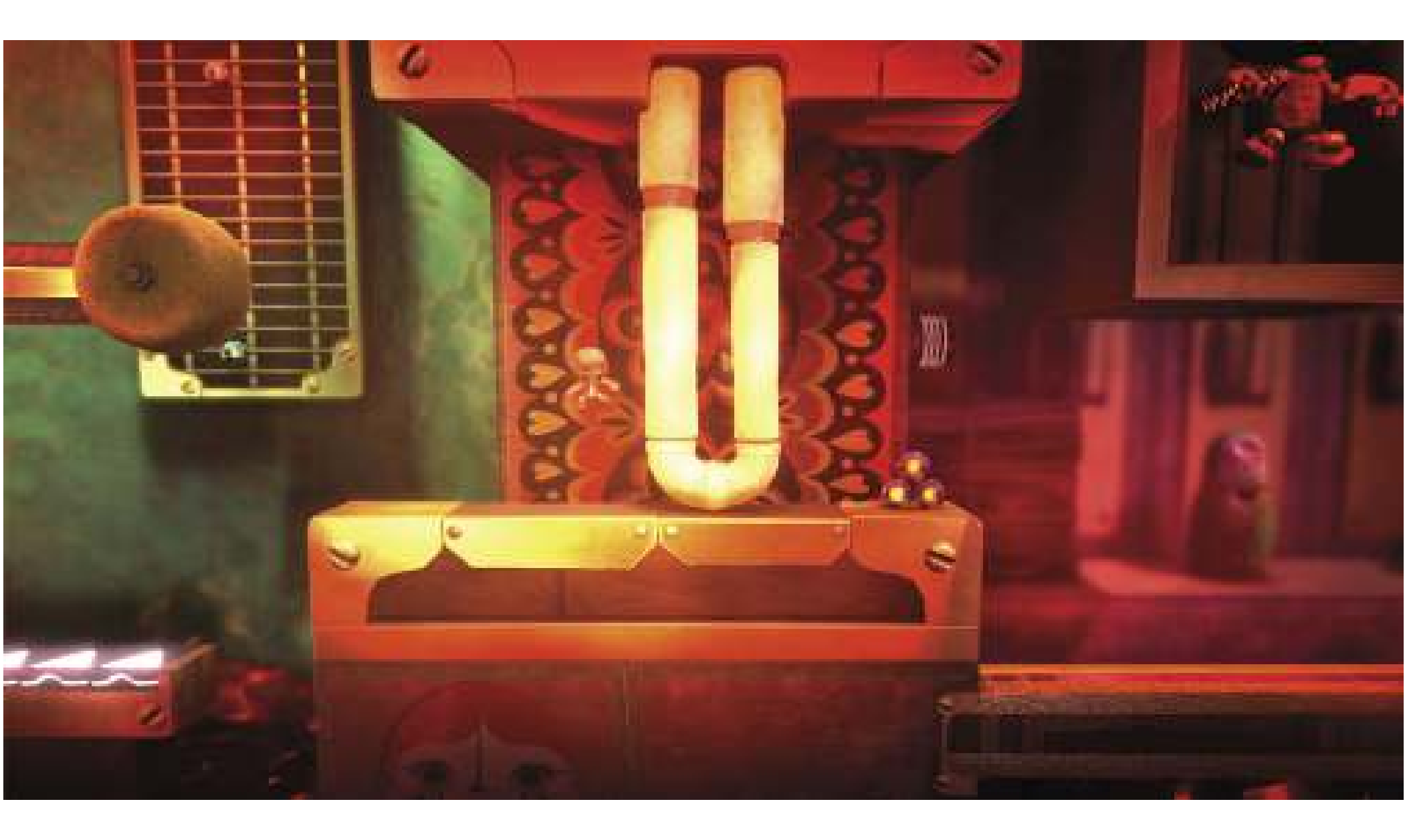
Avoid having your sack person positioned directly above or below a Score Bubble. The bounce of the bears shakes the grating, as well, and it's possible to accidentally brush a Score Bubble and fail the objective.

Leap off the left side of the grate, and ride the slide down to the next Checkpoint. Allow the bears to bounce your sack person over the Score Bubbles. Let the next bounce get your sack person close enough to grab the yellow sponge and pull it down.

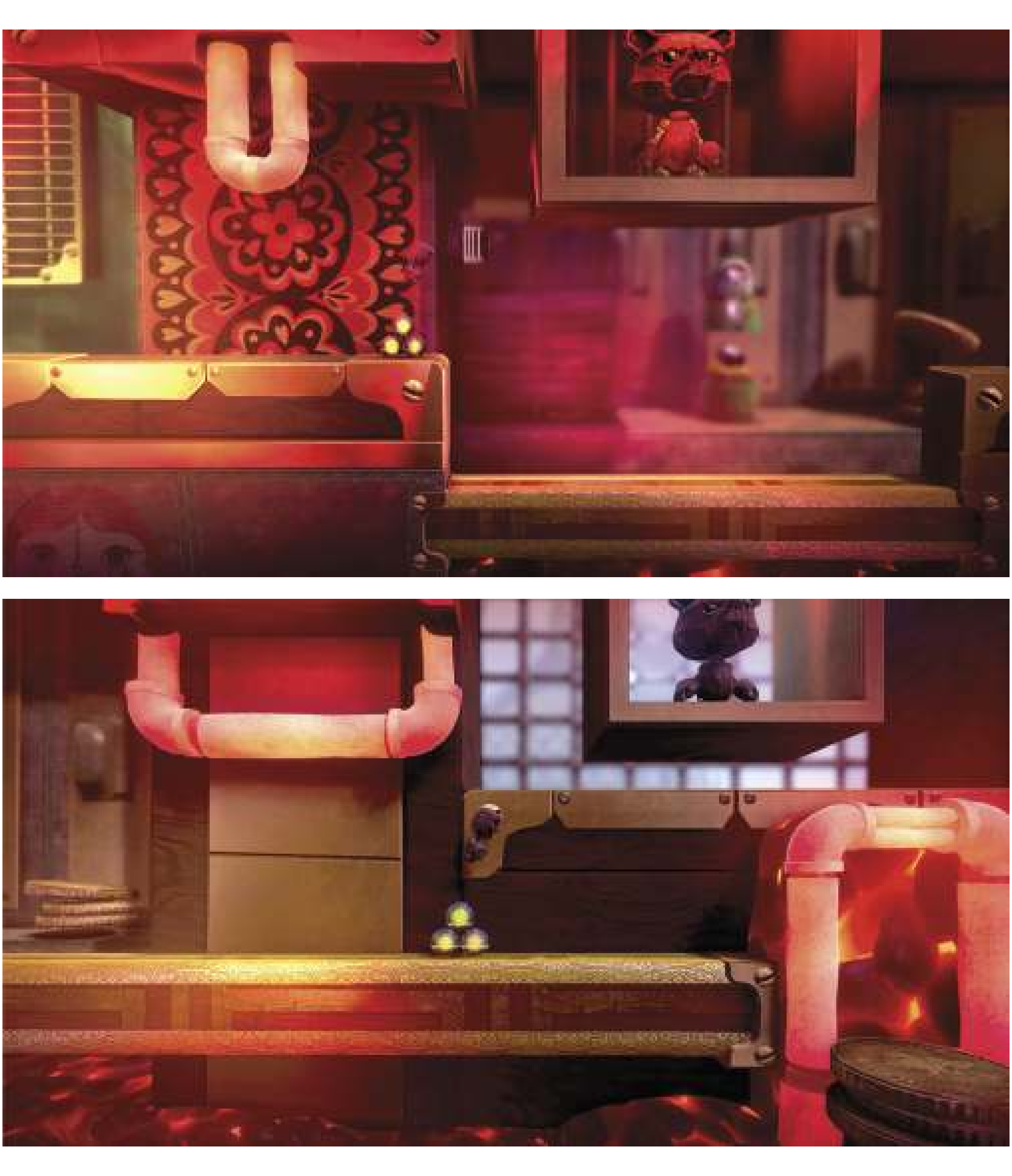


Dangerous Heights

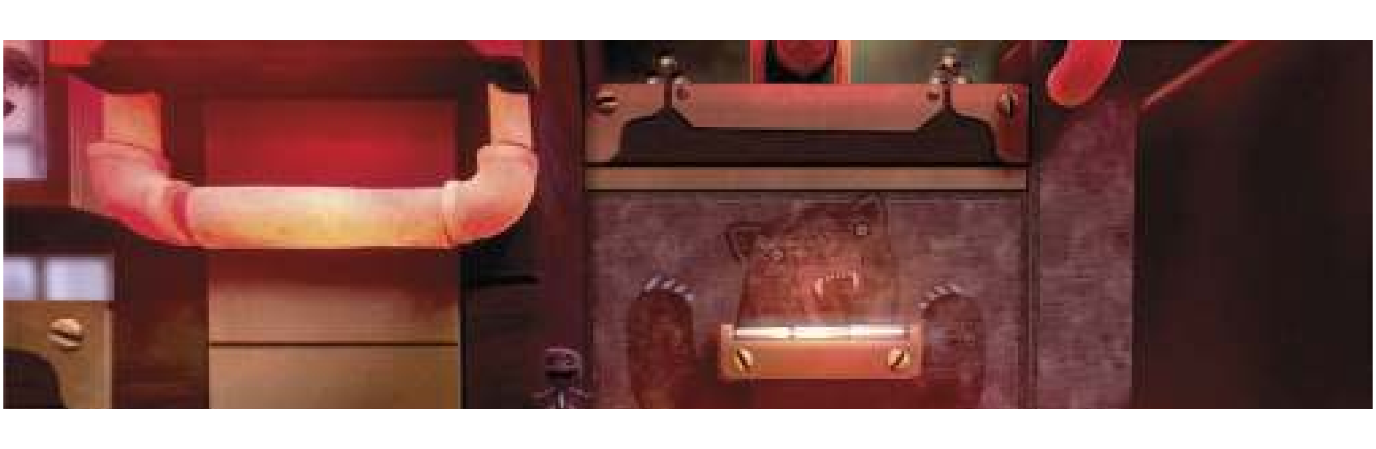
Let go of the sponge, and land safely on the platform to the right. A burning hot u-shaped pipe blocks your progress. Every time the bears bounce, the pipe also bounces briefly out of the way. The key here is familiar: jump up before the bears come back down. This ensures that your sack person is on the ground and ready to clear the gap while the pipe is still bouncing.

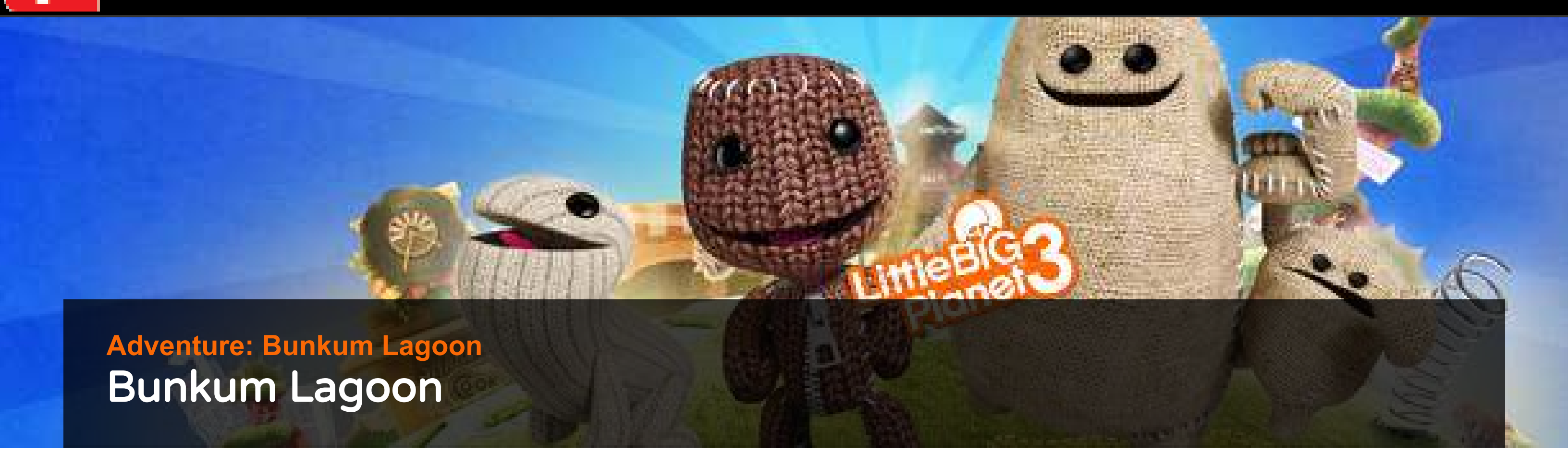


Run and jump over three Score Bubbles to land on the lower conveyor that periodically sweeps left and right. Keep jumping to avoid being bounced into the ceiling. Run to the right as the platform scrolls left, and jump over the Score Bubbles. The next bounce should clear your sack person from the danger of burning.



Drop back down to a similar situation. Jump as the platform slides to the left to hop over the last Score Bubbles, and then drop off the edge onto the Layer Launchers.




LittleBIG Planet 3

Bunkum Lagoon

Prize Bubble Pick-Ups

☑ STICKERS

- ☐ GONDOLA
- ☐ KNIGHT'S HELMET 2
- ☐ KNIGHT BODY
- ☐ HARLEQUIN LEG
- ☐ PARROT BODY
- ☐ BUNKUM HOUSE
- ☐ EXTRAVAGANT PIG MASK-DARK
- ☐ BUNKUM ARCH
- ☐ CAT SHIELD
- ☐ BUNKUM PILLAR
- ☐ GONDOLA POLE
- ☐ LIFE BELT
- ☐ BUBBLE
- ☐ BUNKUM TOWER
- ☐ BUNKUM BRIDGE
- ☐ BUNKUM GONDOLA
- ☐ PARROT BODY

☑ DECORATIONS

- ☐ ORNATE PICTURE FRAME–CORNER
- ☐ ORNATE PICTURE FRAME–TOP
- ☐ SWOOP SCULPTURE
- ☐ FEATHER–SHORT
- ☐ FEATHER SHOULDER
- ☐ PEARL BROOCH
- ☐ METAL HANDLE
- ☐ GOLDEN BUCKLE
- ☐ BLUE BUTTERFLY WING
- ☐ CROSSED LACE
- ☐ GENIE LAMP
- ☐ FEATHER–LONG
- ☐ WALL CANDELABRA
- ☐ OPEN BRASS PORTHOLE
- ☐ PEARL BROOCH

☑ OBJECTS

- ☐ WORN PINBALL
- ☐ VINTAGE WINE BOTTLE
- ☐ HURRICANE LAMP
- ☐ COG

☑ MATERIALS

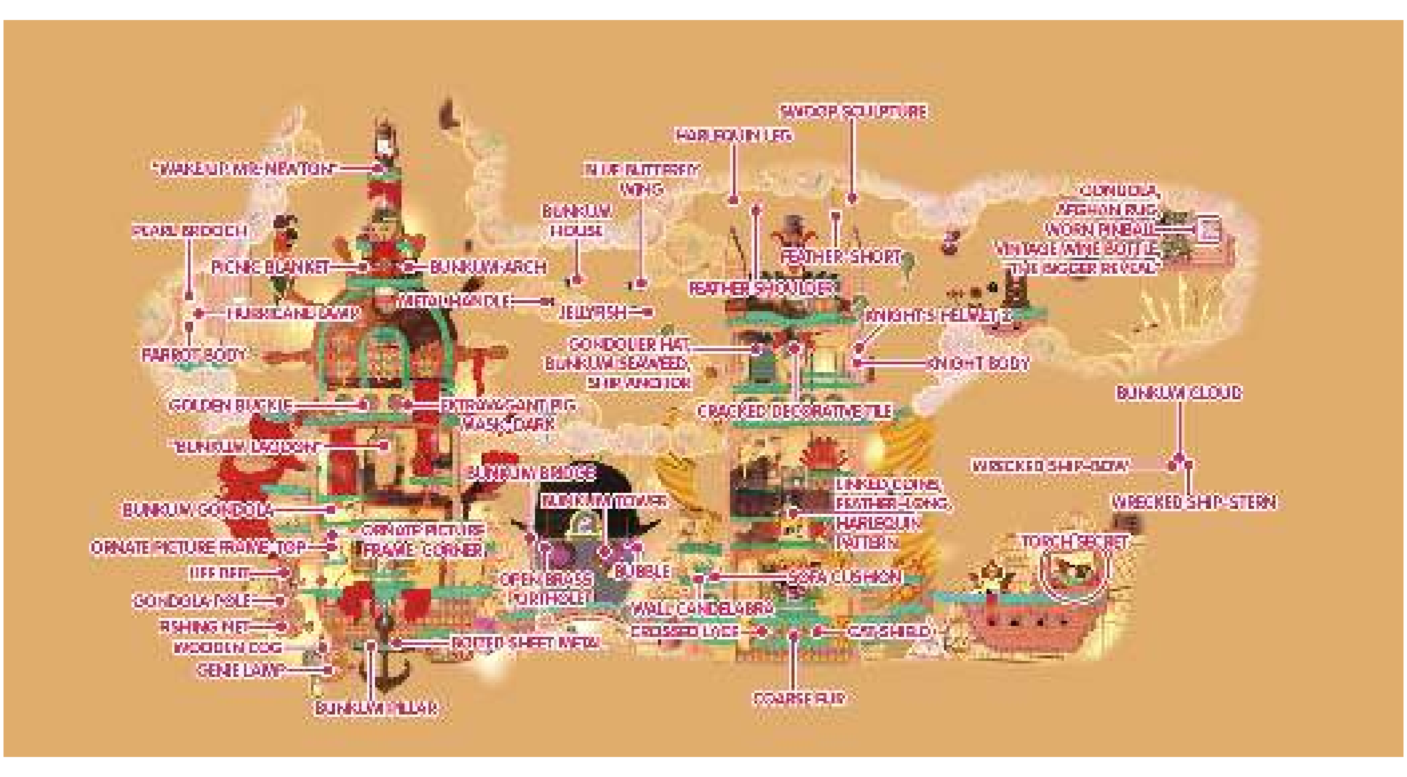
- ☐ AFGHAN RUG
- ☐ PICNIC BLANKET
- ☐ COARSE FUR
- ☐ BOLTED SHEET METAL
- ☐ FISHING NET
- ☐ HARLEQUIN PATTERN
- ☐ LINKED COINS
- ☐ CRACKED DECORATIVE TILE
- ☐ SOFA CUSHION

☑ AUDIO

- ☐ "THE BIGGER REVEAL"
- ☐ "WAKE UP MR. NEWTON"
- ☐ "BUNKUM LAGOON"

The final hero is within your sack person's wooly reach. Cast from the heights of the Ziggurat into the depths of Bunkum Lagoon, you must find two marbles to reawaken the long dormant Swoop from slumber. Bunkum Lagoon is home to Pinky Bufloom, Queen of Bunkum. Her regal highness is bit of out of sorts, however. Newton's takeover of Bunkum's Creative Heart is sending her into a tizzy. Better find Swoop's two marbles before she starts taking her aggression out on the nearest cute, wooly creature.

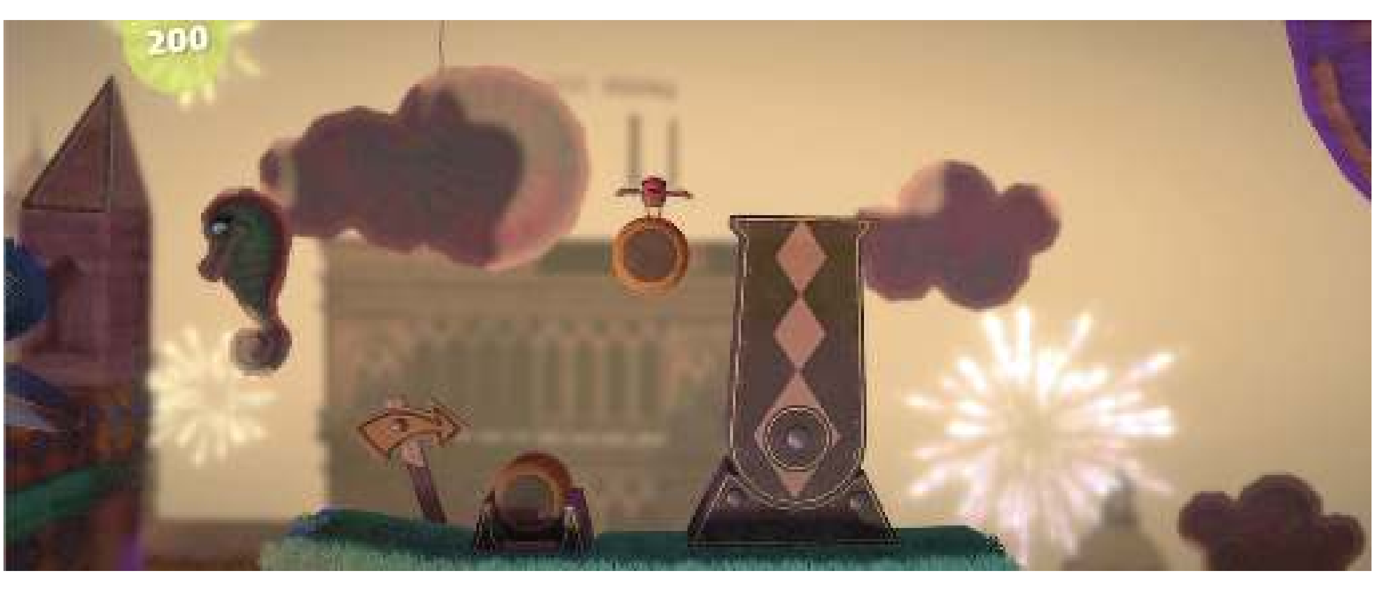
TAKING FLIGHT

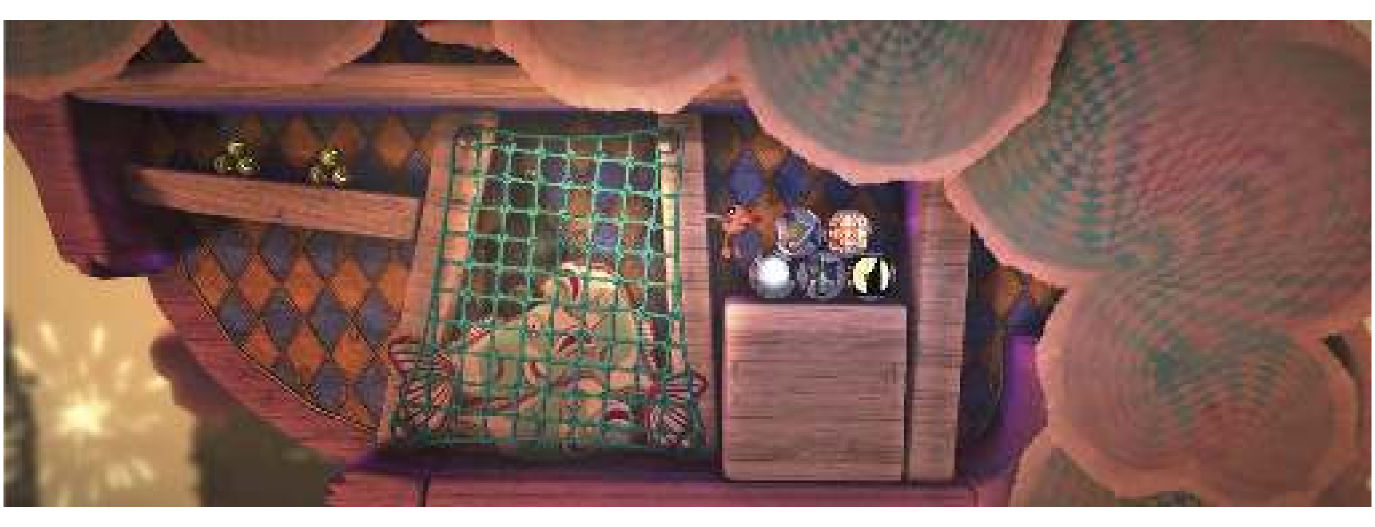

SWOOP SCULPTURE
HARLEQUIN LEG
"WAKE UP MR. NEWTON"
BLUE BUTTERFLY WING
BUNKUM HOUSE
PEARL BROOCH
PICNIC BLANKET
BUNKUM ARCH
FEATHER SHORT
GONDOLA, AFGHAN RUG, WORN PINBALL, VINTAGE WINE BOTTLE, THE BIGGER REVEAL
FEATHER SHOULDER
HURRICANE LAMP
METAL HANDLE
JELLYFISH
KNIGHT'S HELMET 2
PARROT BODY
GONDOLIER HAT, BUNKUM SEAWEED, SHIP ANCHOR
KNIGHT BODY
BUNKUM CLOUD
GOLDEN BUCKLE
EXTRAVAGANT PIG MASK-DARK
CRACKED DECORATIVE TILE
"BUNKUM LAGOON"
WRECKED SHIP–BOW
BUNKUM BRIDGE
BUNKUM GONDOLA
BUNKUM TOWER
LINKED COINS, FEATHER–LONG, HARLEQUIN PATTERN
WRECKED SHIP–STERN
ORNATE PICTURE FRAME–TOP
ORNATE PICTURE FRAME–CORNER
TORCH SECRET
LIFE BELT
BUBBLE
OPEN BRASS PORTHOLE
SOFA CUSHION
GONDOLA POLE
WALL CANDELABRA
FISHING NET
CROSSED LACE
CAT SHIELD
WOODEN COG
BOLTED SHEET METAL
GENIE LAMP
BUNKUM PILLAR
COARSE FUR

Once you have found both marbles in Bunkum Lagoon's Belly of the Beast and Masque Maker's Tower levels, acquiring Swoop and the Boost Boots in the process, the entire lagoon becomes your oyster. There's no Prize Bubble you can't reach. Examine the map of Prize Bubble locations, and be sure to explore thoroughly.

Fire Away!

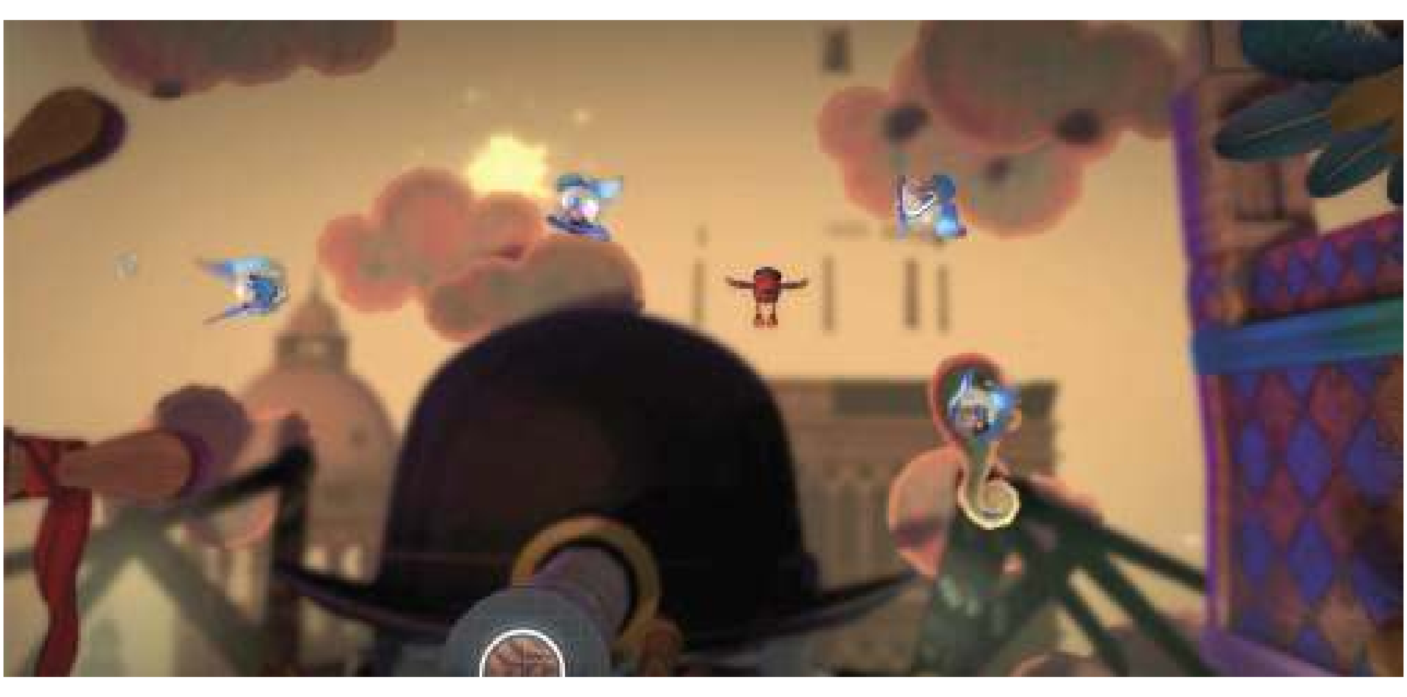
In the upper right of Bunkum Lagoon, use Swoop to load the cannon. Lift the sponge from its position, marked by the arrow, and drop it into the cannon. It blasts the hull of an airship. Load a second sponge, and the explosion gives you access to the **Gondola Sticker**, **Afghan Rug Material**, **Worn Pinball Object**, **Vintage Wine Bottle Object**, and **"The Bigger Reveal" Audio** Prize Bubbles.





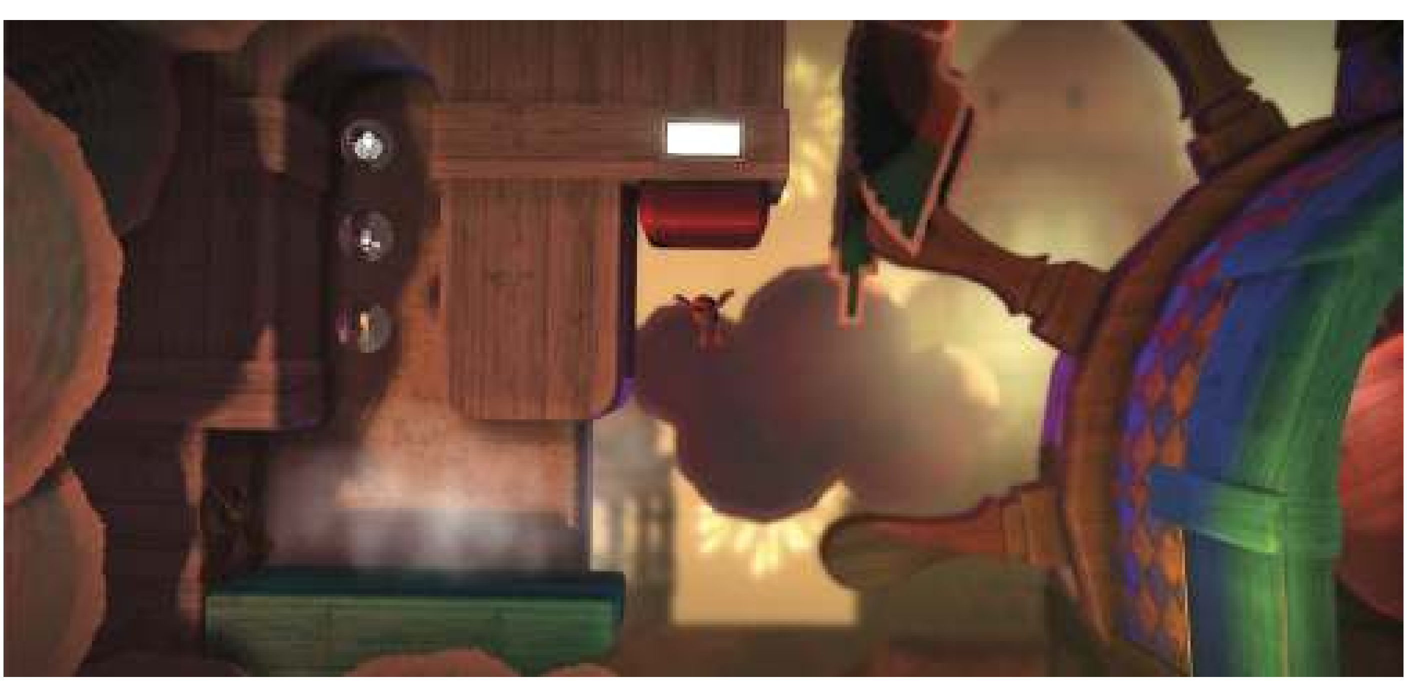
Flying Foursome

Four Prize Bubbles with rather powerful wings are located in the top center of Bunkum Lagoon. They try to fly away from Swoop, so it takes some fancy flying to pop them all. Track down all four for the **Metal Handle Decoration**, **Bunkum House Sticker**, **Jellyfish Sticker**, and **Blue Butterfly Wing Decoration**.



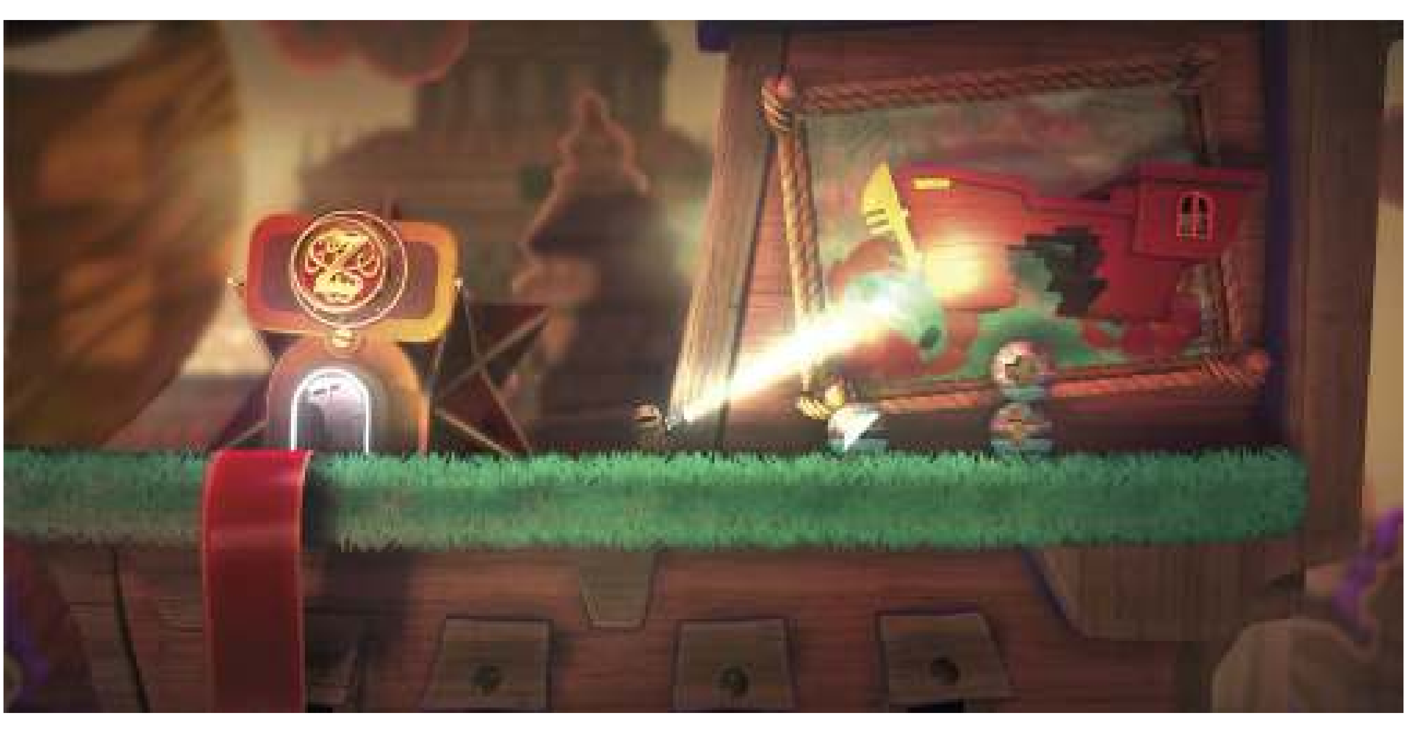
Your Biggest Fan

Fly to the upper left of the level and hit the red button there. Press it to deactivate the fan and get access to three Prize Bubbles that grant the **Parrot Body Sticker**, **Hurricane Lamp Object**, and **Pearl Brooch Decoration**. Be sure to claim the goodies before the visible timer resets and the fan kicks back into gear.



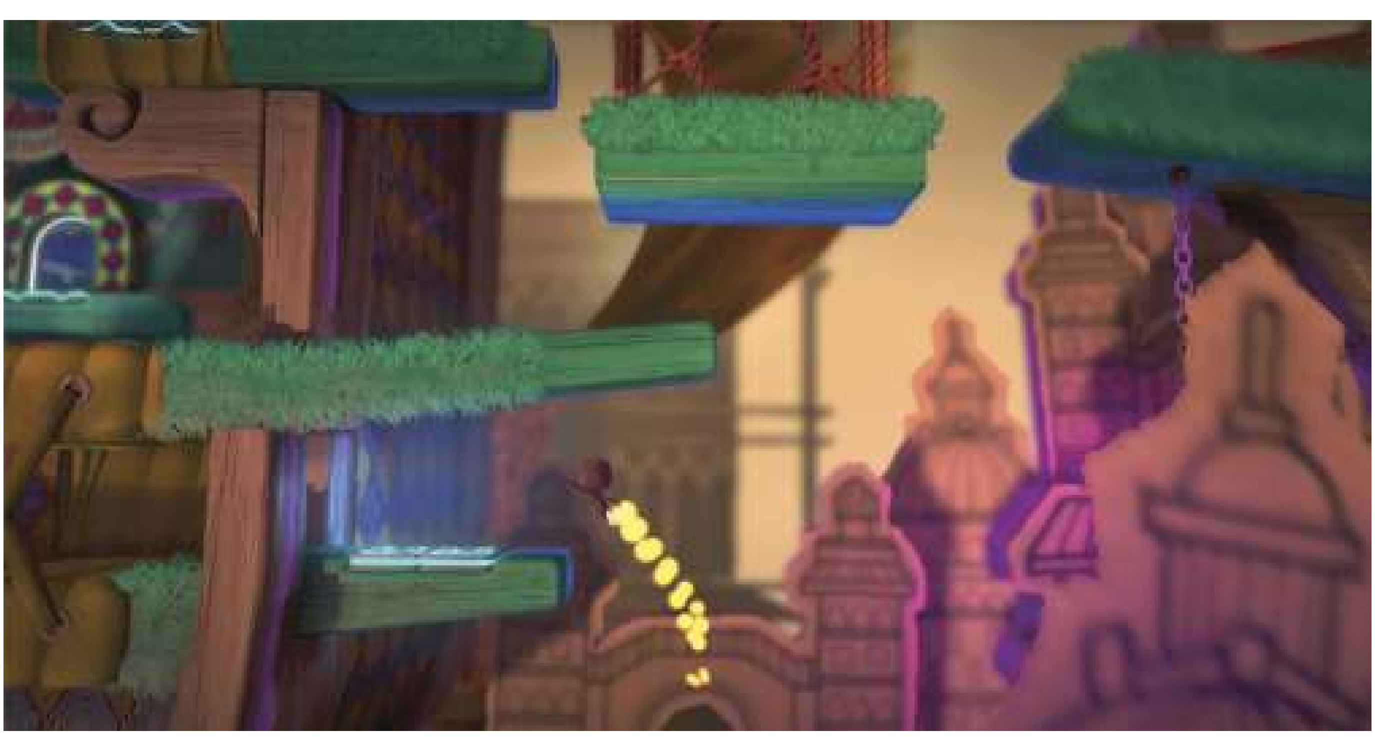
Ships Need Light(houses)

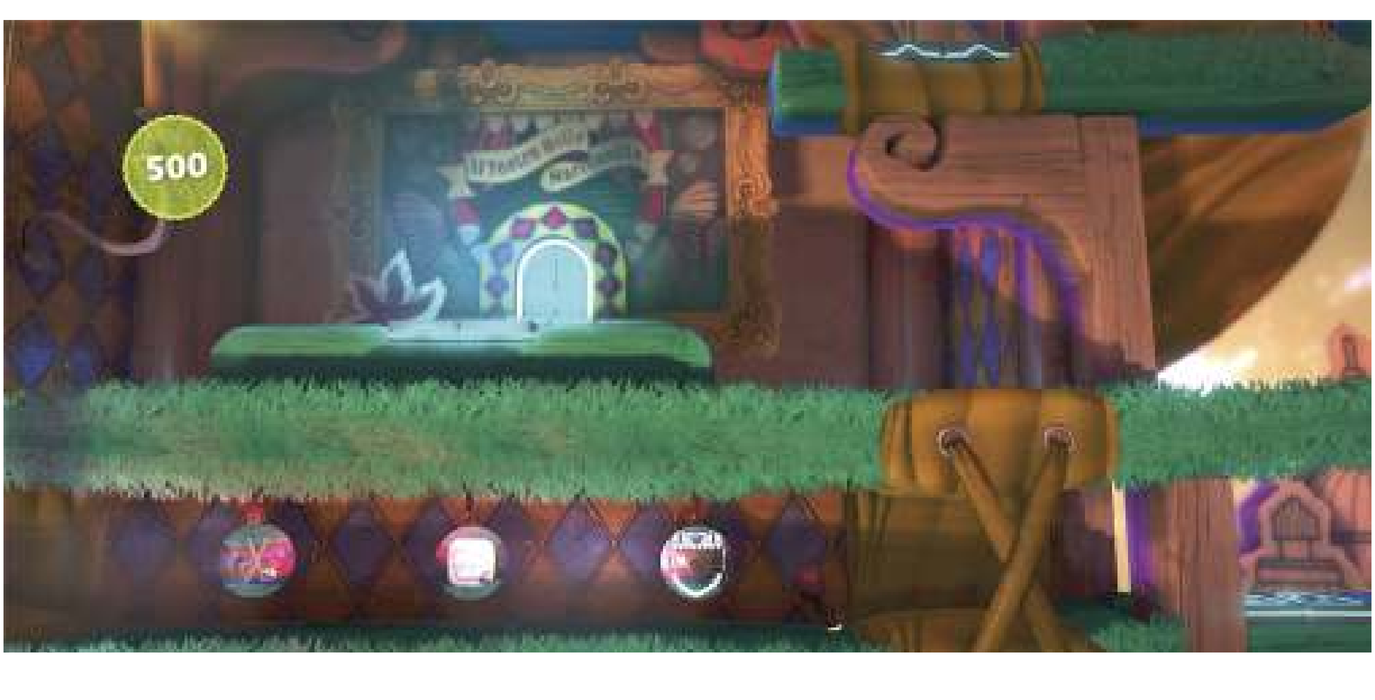
To the right, past Zom Zom's shop, is a tragic depiction of a shipwreck. Cast the beam of your Illuminator upon it, and the nautical portrait produces three Prize Bubbles that bear the **Wrecked Ship–Bow Decoration**, **Bunkum Cloud Sticker**, and **Wrecked Ship–Stern Decoration**.

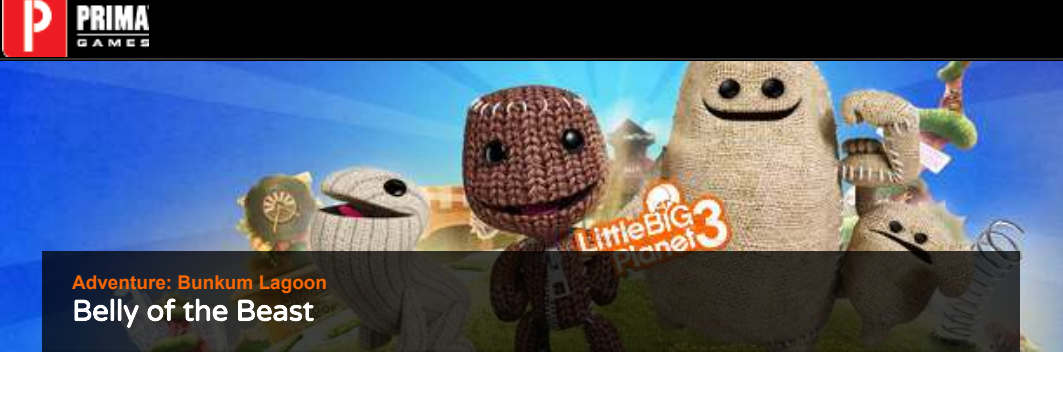


Boost Below

With all the boosting opportunities, don't miss this obscure corner. There's a bridge to Zom Zom's shop that rises and falls. Drop below it, and boost to the left to reach a hidden underground passage. It contains the Prize Bubbles of the **Cat Shield Sticker**, **Coarse Fur Material**, and **Crossed Lace Decoration**.







Adventure: Bunkum Lagoon

Belly of the Beast

Prize Bubble Pick-Ups

✓ STICKERS
BUBBLES
BIOLOGICAL CELL
TENTACLES 2
STARFISH
VEINS
GREEN FISH
BLACK EYE LASHES
PUPPET TORSO
JESTER SHOE
ORNATE GOLD TRIM 1
WHITE GRADIENT FADE
CONTAMINATED WARNING SIGN
HARLEQUIN WAVE–BIG
HARLEQUIN WAVE–SMALL
HARLEQUIN WAVE
CANNON
CURVED DIAMOND
ROUGH DIAMOND–WHITE
PUPPET HAND
JESTER SHORTS
PUPPET ARM
PUPPET
MARIONETTE THEATRE SIGN
RED CURTAIN TOP
RED CURTAIN DRAPE
BLUE FISH
BIG SURF
PUPPET HEAD
HARLEQUIN PATCH
JESTER NECK RUFFLE
PUPPET NOSE
HARLEQUIN MASK
GONDOLIER LEG
GONDOLIER TORSO

✓ DECORATIONS
SALMON FILLET
STARFISH
CLAM SHELL
ANEMONE
JESTER HORN
FABRIC CRAB
RUFF
SEQUIN–SINGLE
SEA ANEMONE
BELL
JESTER CYLINDER
FISH HOOK
SEQUIN–SINGLE
CANDY FLOSS
TINNED FISH
FRINGE
COMEDY MASK
TRAGEDY MASK

✓ OBJECTS
PUNCH PUPPET

✓ MATERIALS
TRANSPARENT GOO
BATH SPONGE
CURTAINS
QUILTED SWIRLS
QUILTED DIAMONDS

✓ AUDIO
"SLEAZY DOES IT"
"WHAT IS THIS, I DON'T EVEN..."

Level Complete Gifts

✓ STICKERS	✓ AUDIO
FISH TAIL	"INTROVERT–ORIGINAL MIX"
FISH HEAD	

Collected All Gifts

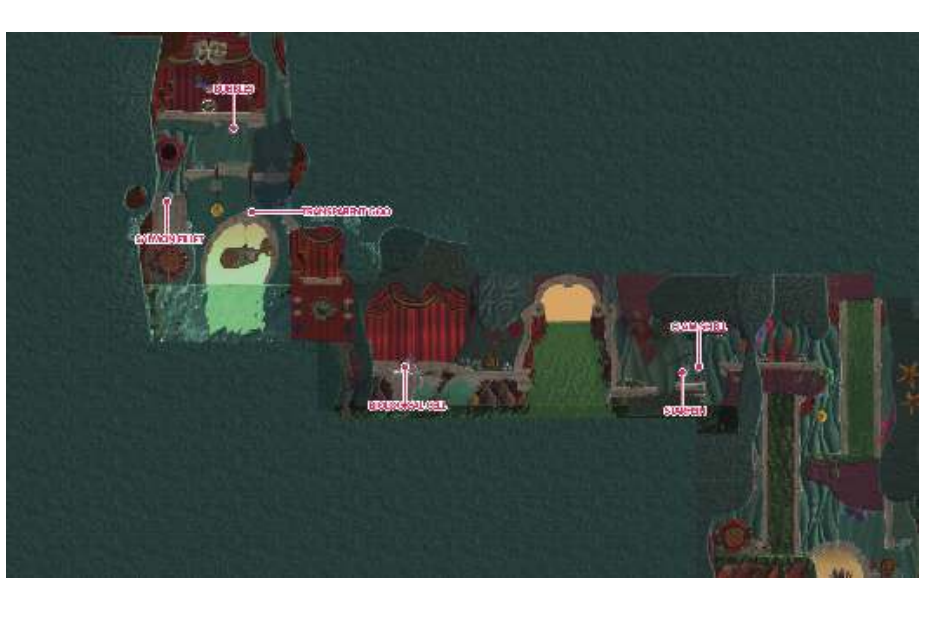
✓ PRIZES	✓ PRIZES
GONDOLIER ARM	HARLEQUIN HAT
HARLEQUIN ARM	

Aced Level Gifts

✓ MATERIALS	✓ PRIZES
QUILTED WAVES	BUBBLE
	PEPPER GRINDER HANDLE

An enterprising puppet with aspirations beyond the length of his strings has the marble. Unfortunately, his misadventures have taken him into the literal belly of the beast. Guide your sack person through these churning tracts, and try to get the marble without being digested.

HOW MUCH CAN YOU STOMACH?



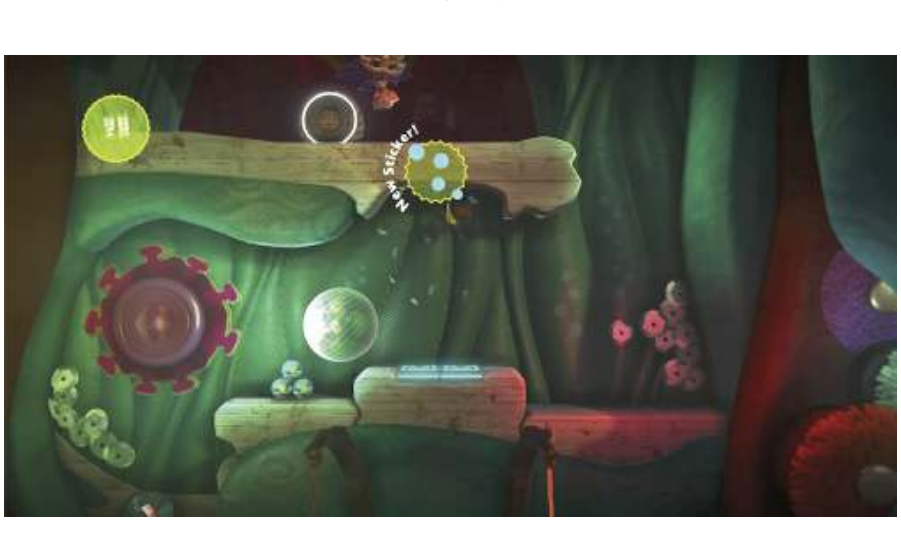
Bound in Bubbles

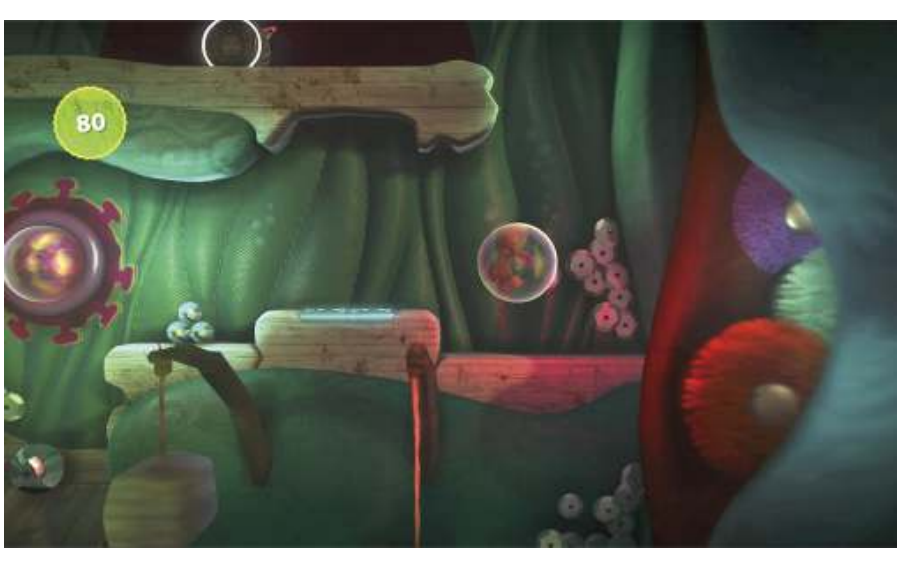
When you are inside a creature hundreds of times your size, it's hard to know which way is up. However, it's much easier to know which way is forward. Drop down to the right.

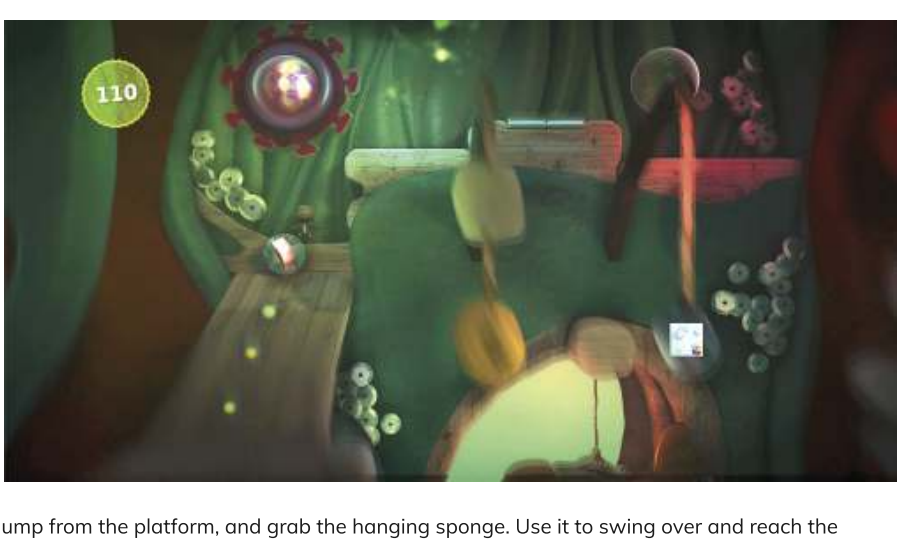
Here, you have your first encounter with the gaseous bubbles found throughout the level. These bubbles emerge from distinct purple portals in the walls. Your sack person can get caught in them and must wait for the bubble to burst against a wall to be freed.

Use the Blue Bounce Pads to avoid the gas bubbles, and pop the Prize Bubble containing the **Bubbles Sticker**.

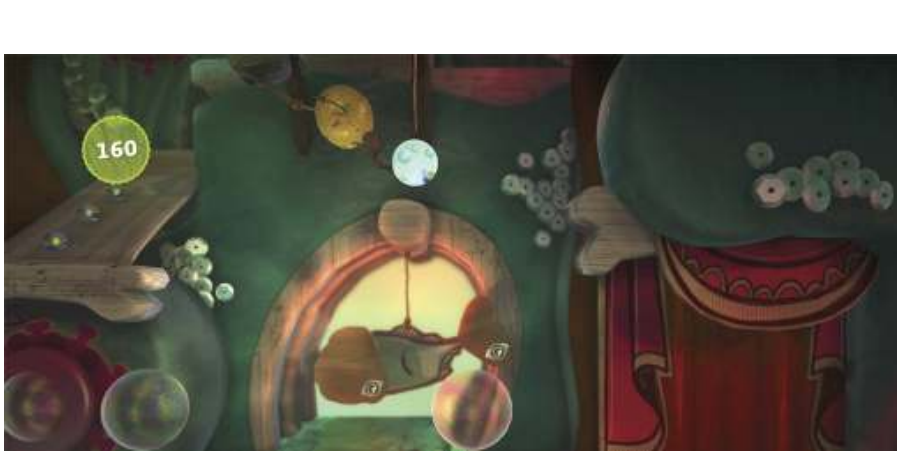
Drop down a slide and into a Prize Bubble that gives you the **Salmon Fillet Decoration**.

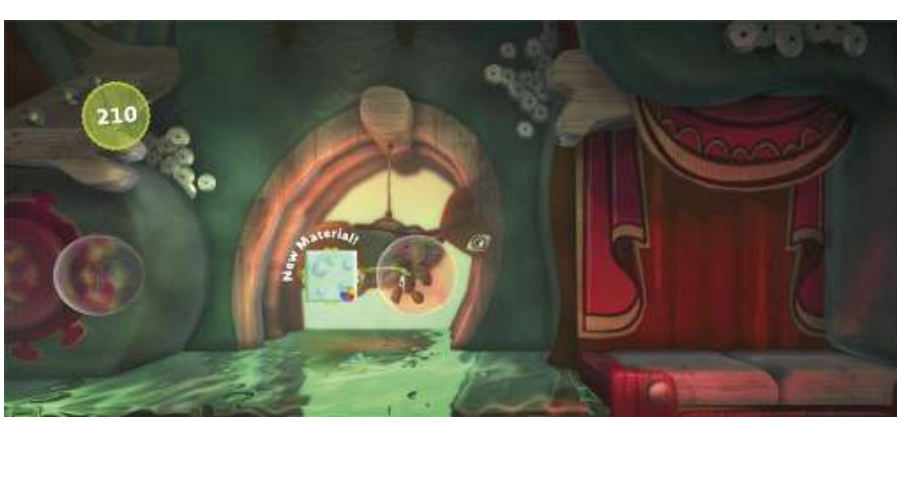






Jump from the platform, and grab the hanging sponge. Use it to swing over and reach the **Transparent Goo Material** Prize Bubble. From there, let go of the sponge and fall into the safe embrace of a bubble below. The bubble leads to a red curtained area, where it then bursts and drops your sack person into a wooden box.

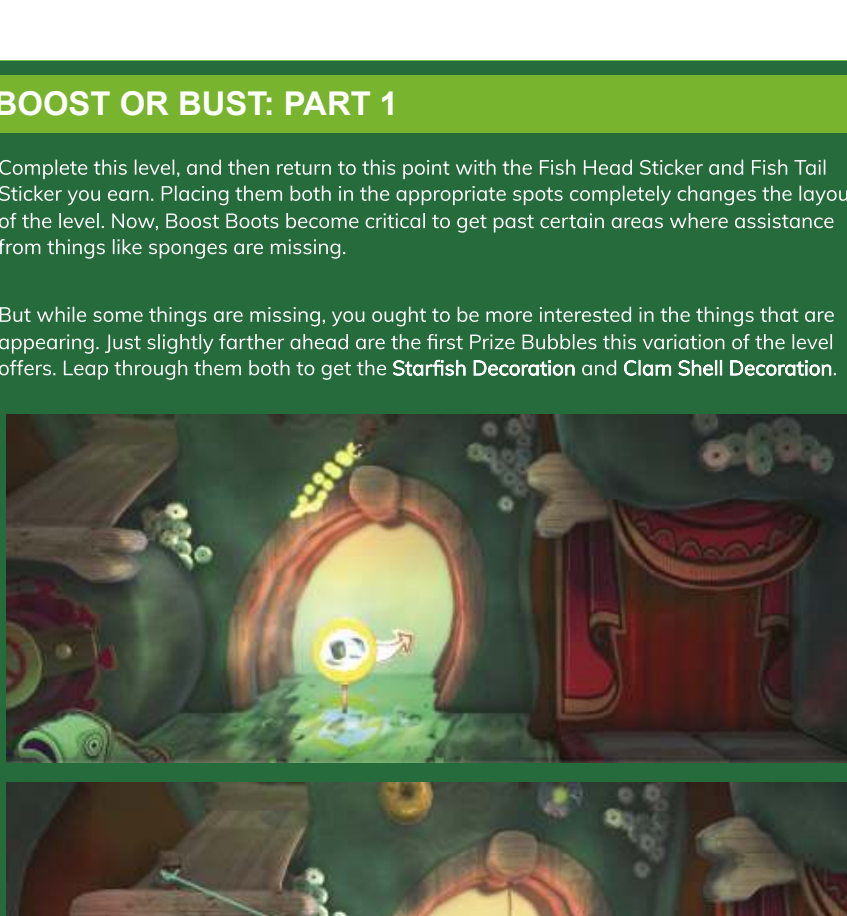


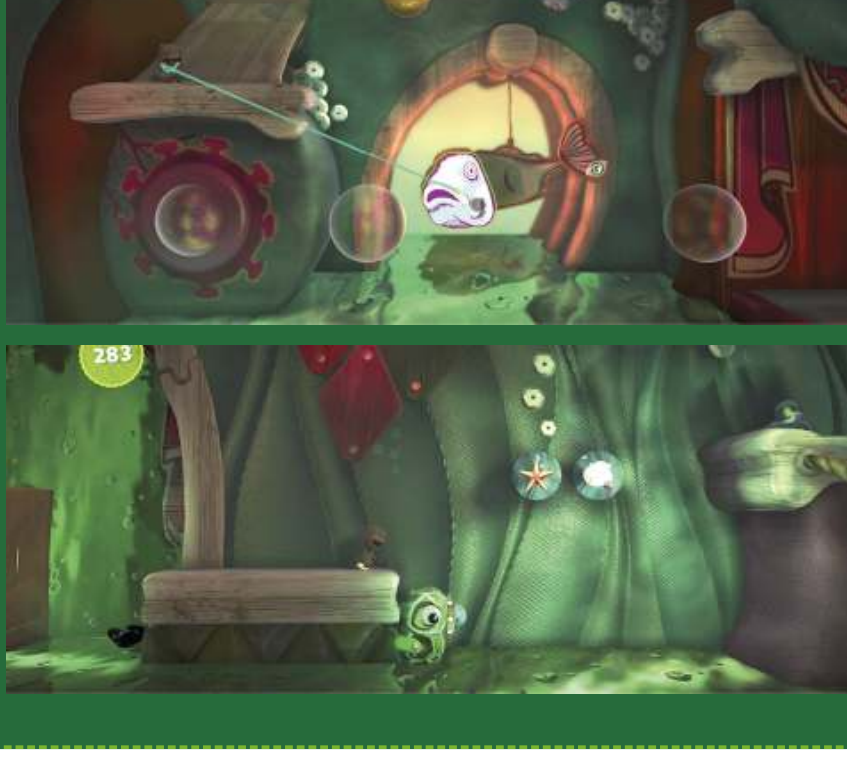


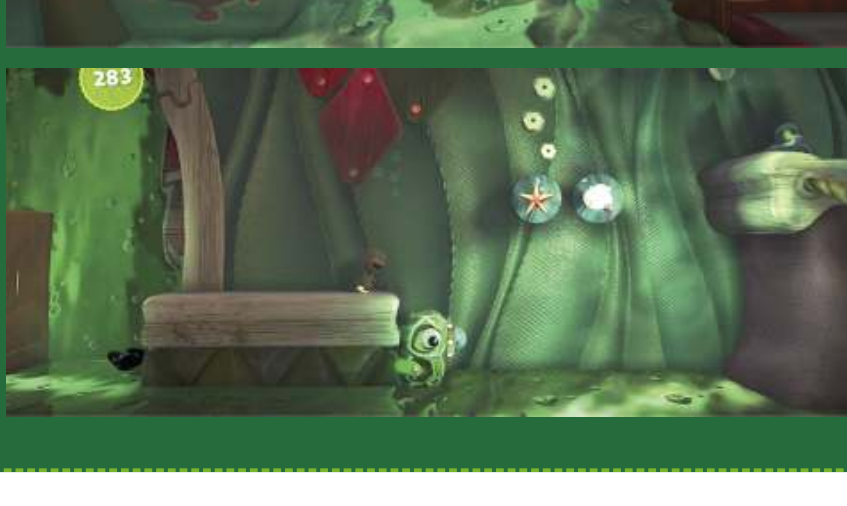
BOOST OR BUST: PART 1

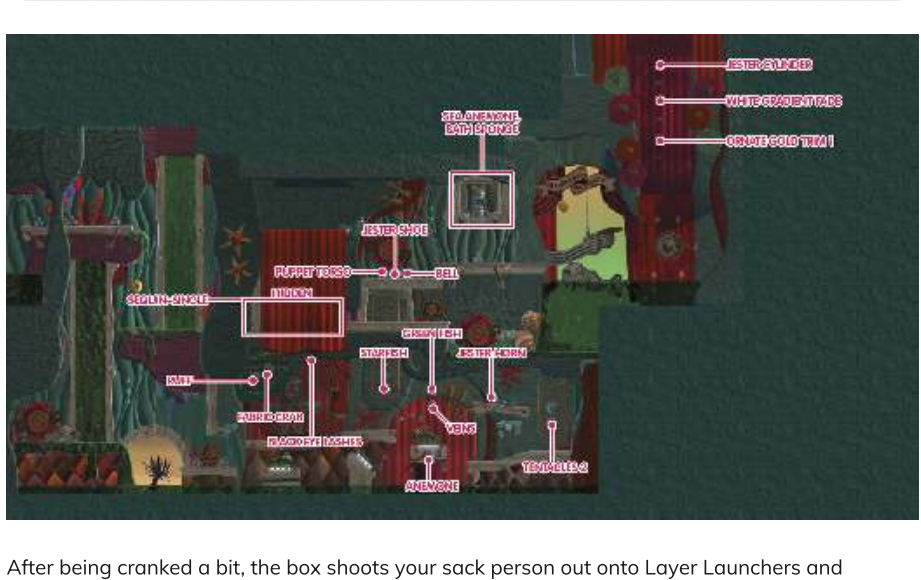
Complete this level, and then return to this point with the Fish Head Sticker and Fish Tail Sticker you earn. Placing them both in the appropriate spots completely changes the layout of the level. Now, Boost Boots become critical to get past certain areas where assistance from things like sponges are missing.

But while some things are missing, you ought to be more interested in the things that are appearing. Just slightly farther ahead are the first Prize Bubbles this variation of the level offers. Leap through them both to get the **Starfish Decoration** and **Clam Shell Decoration**.

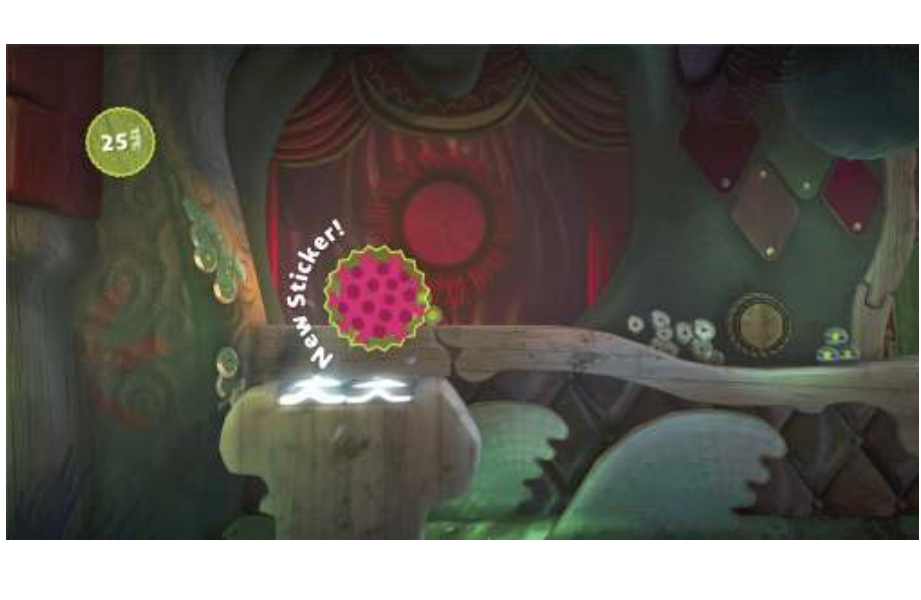








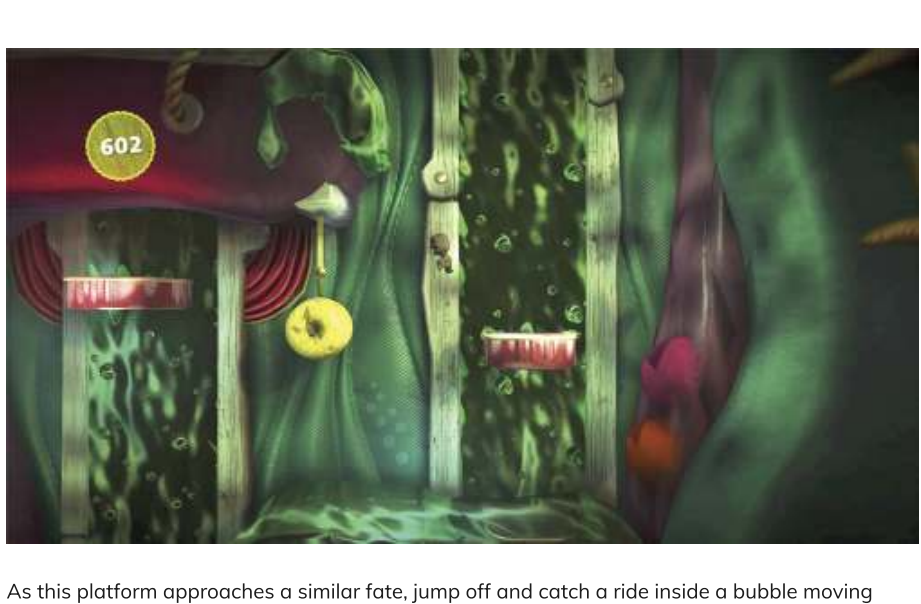
After being cranked a bit, the box shoots your sack person out onto Layer Launchers and through a Prize Bubble. Enjoy the **Biological Cell Sticker** along with your new surroundings.



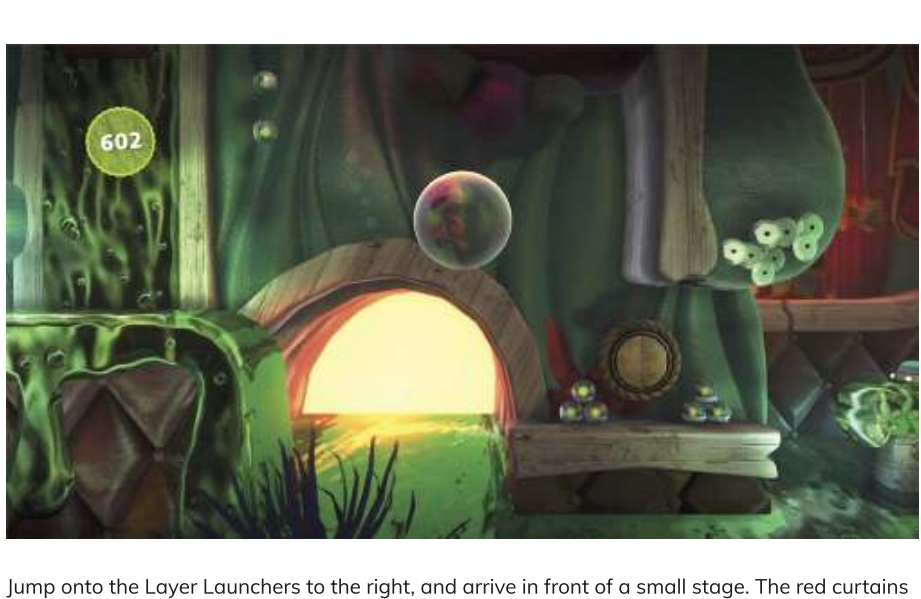
Creepy Crawly Caterpillars

Head to the right, and jump across the tops of cardboard boxes as they cascade down gross green waterfalls. Avoid the caterpillars circling the platforms, or simply pop their brains.

The platform trails off into some icky green goop. Leap over the toxic edge and onto the metal tins flowing down. Before the tin submerges, grab the hanging sponge to swing atop another tin.



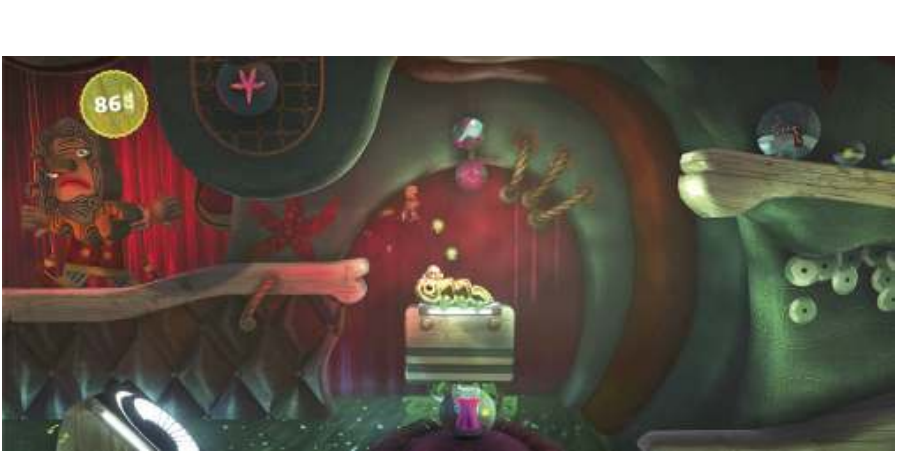
As this platform approaches a similar fate, jump off and catch a ride inside a bubble moving from left to right. Let it pop and drop your sack person at the next Checkpoint.

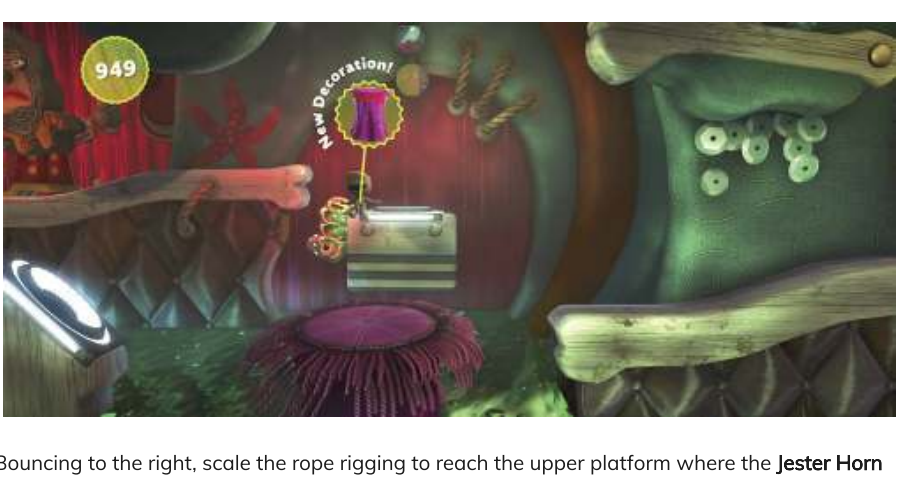


Jump onto the Layer Launchers to the right, and arrive in front of a small stage. The red curtains part to reveal an irate marionette.

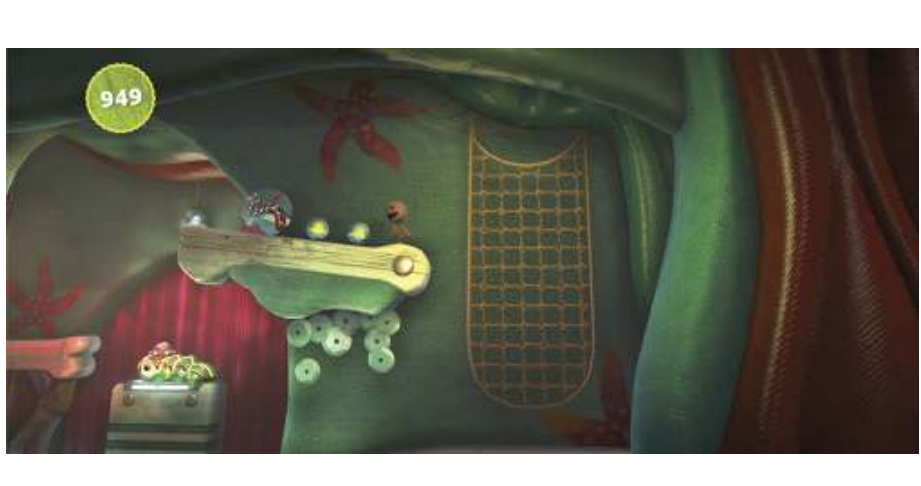
Run off to the right, where a Velociporter, encircled by more caterpillars, awaits.

Hop down through it to emerge in the foreground, popping a Prize Bubble for the **Anemone Decoration** before landing on a bouncing anemone.



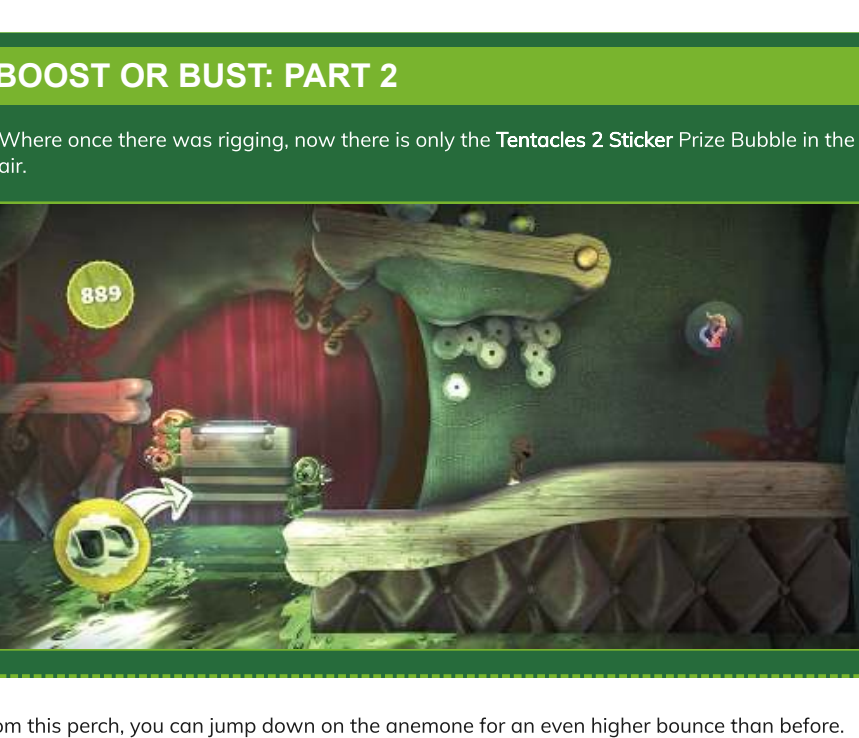


Bouncing to the right, scale the rope rigging to reach the upper platform where the **Jester Horn Decoration** sits.

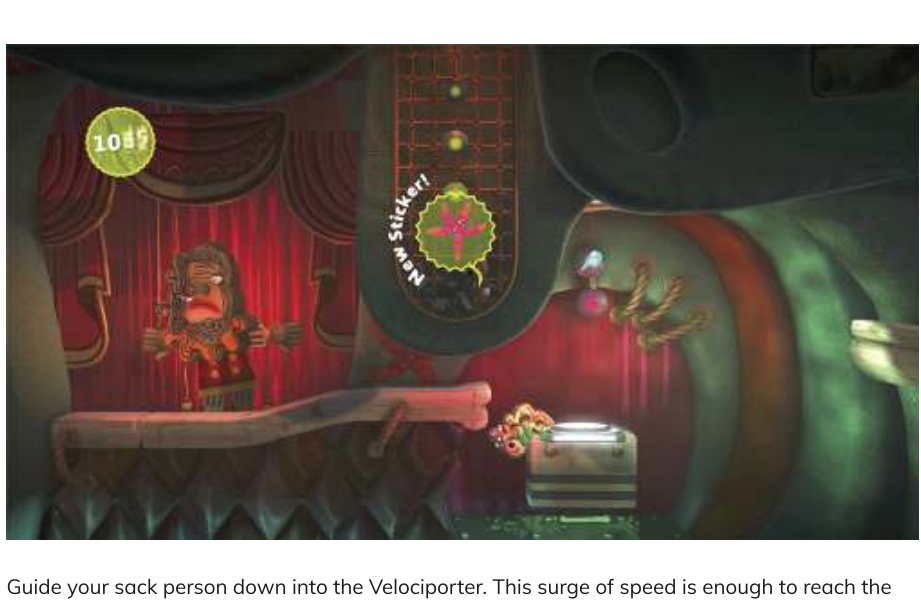


BOOST OR BUST: PART 2

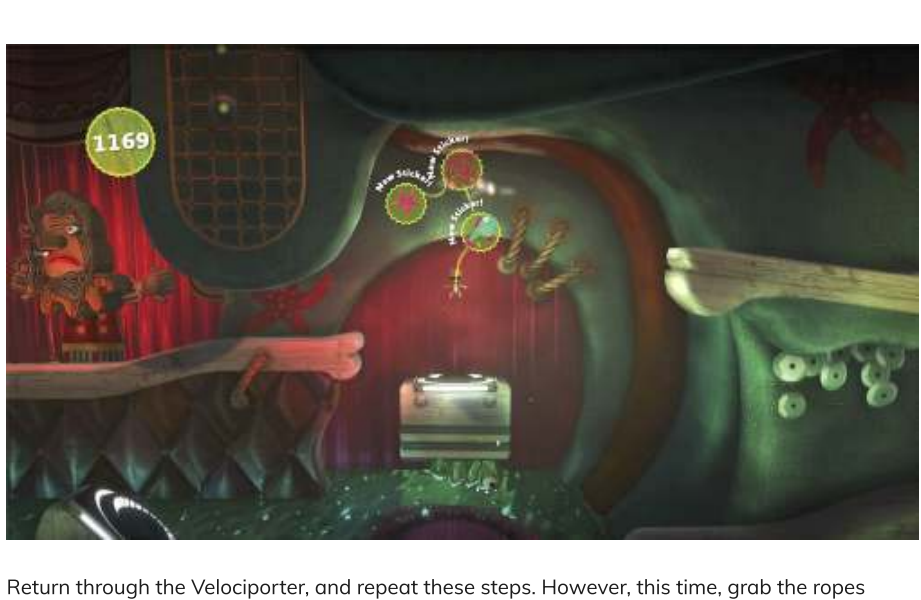
Where once there was rigging, now there is only the **Tentacles 2 Sticker** Prize Bubble in the air.



From this perch, you can jump down on the anemone for an even higher bounce than before. This sends your sack person flying high enough to reach the **Starfish Sticker** suspended in front of the ropes in the upper left.



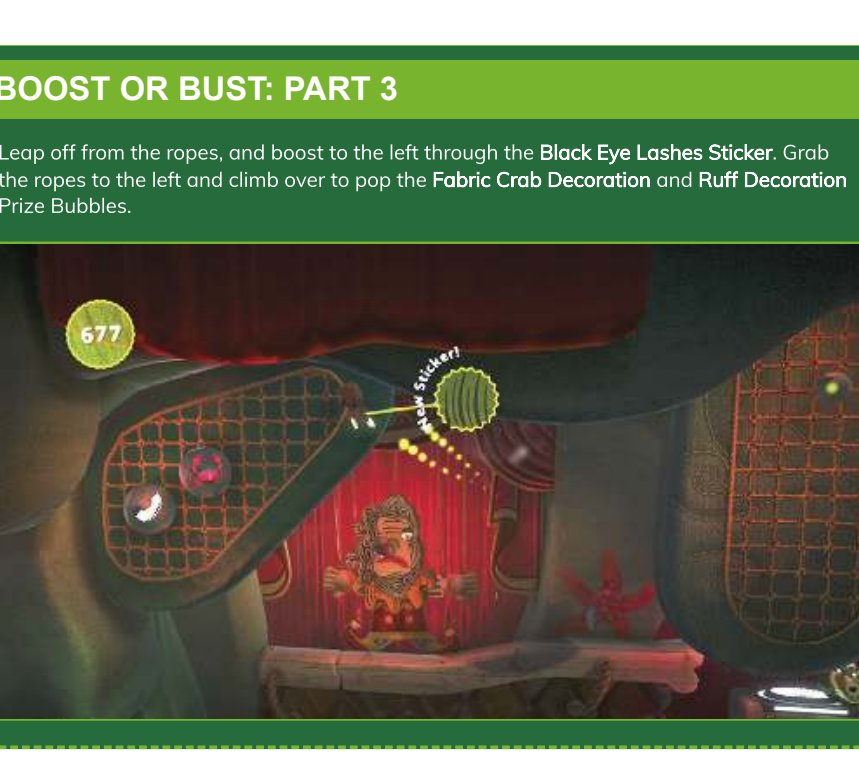
Guide your sack person down into the Velociporter. This surge of speed is enough to reach the two Prize Bubbles bearing the **Veins Sticker** and **Green Fish Sticker** on the other end.



Return through the Velociporter, and repeat these steps. However, this time, grab the ropes instead of falling through the Velociporter, and climb up.

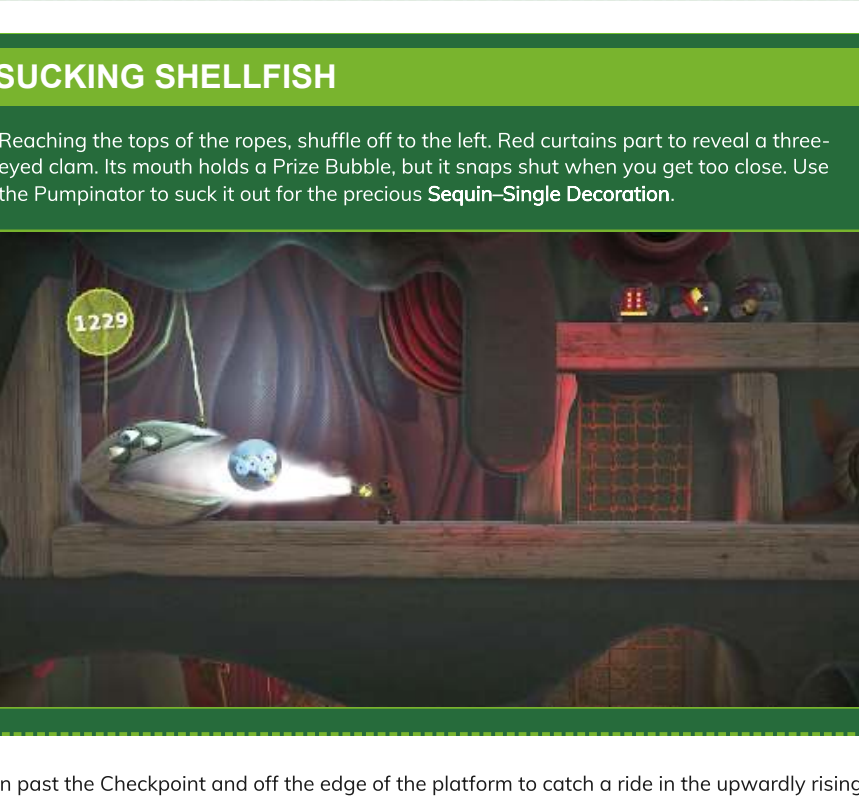
BOOST OR BUST: PART 3

Leap off from the ropes, and boost to the left through the **Black Eye Lashes Sticker**. Grab the ropes to the left and climb over to pop the **Fabric Crab Decoration** and **Ruff Decoration** Prize Bubbles.

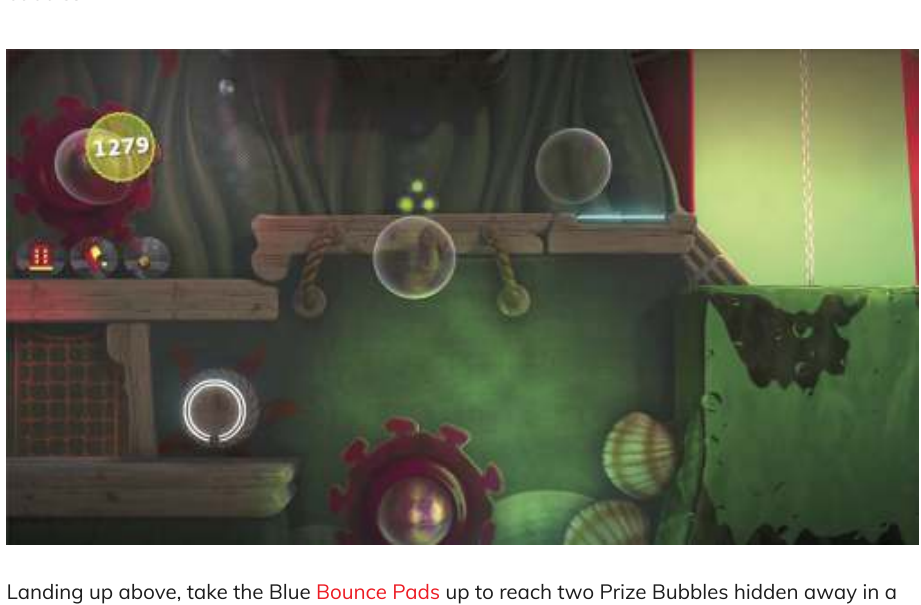


SUCKING SHELLFISH

Reaching the tops of the ropes, shuffle off to the left. Red curtains part to reveal a three-eyed clam. Its mouth holds a Prize Bubble, but it snaps shut when you get too close. Use the Pumpinator to suck it out for the precious **Sequin-Single Decoration**.

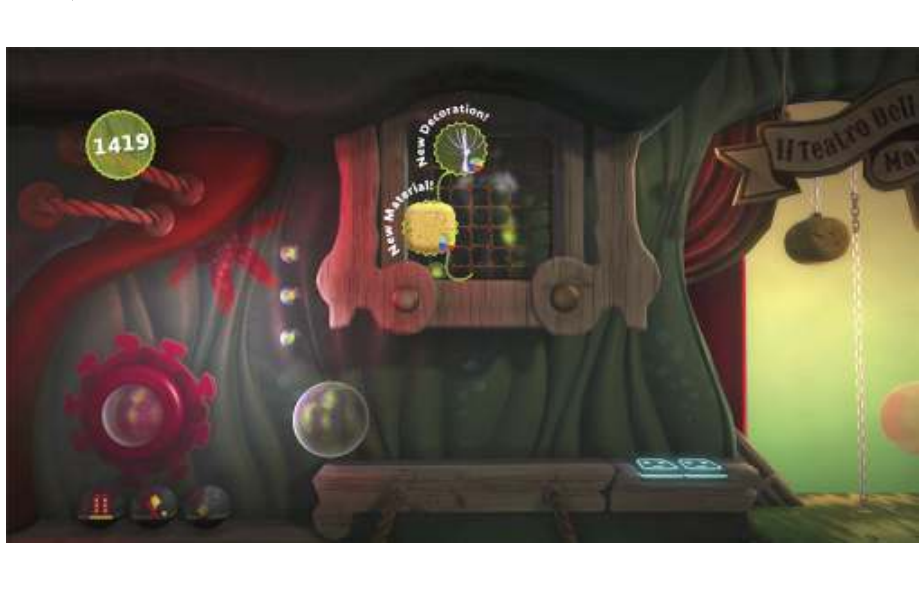


Run past the Checkpoint and off the edge of the platform to catch a ride in the upwardly rising bubbles.



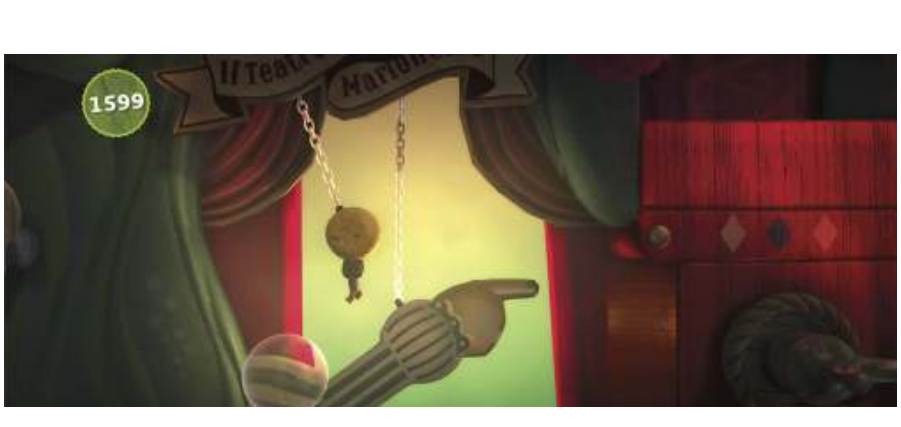
Landing up above, take the Blue Bounce Pads up to reach two Prize Bubbles hidden away in a dark chamber above. They yield the **Bath Sponge Material** and **Sea Anemone Decoration**.

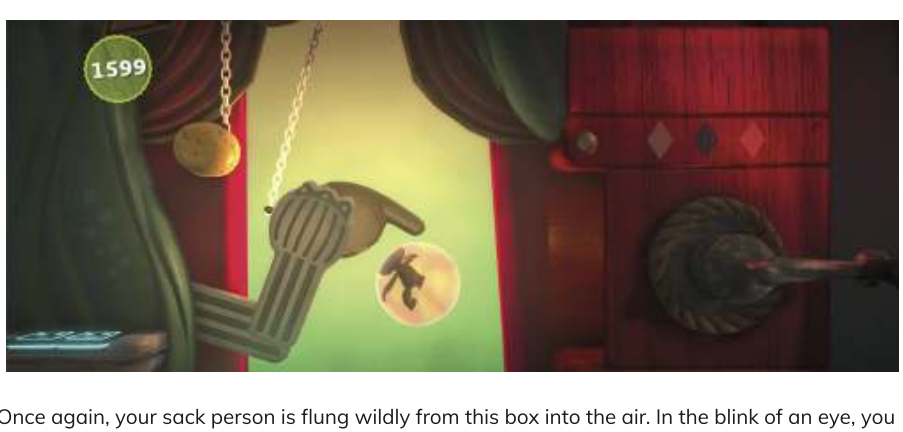
Dropping out of the left side, you can now easily snag the **Puppet Torso Sticker**, **Jester Shoe Sticker**, and **Bell Decoration** from their three Prize Bubbles.



Sack in a Box

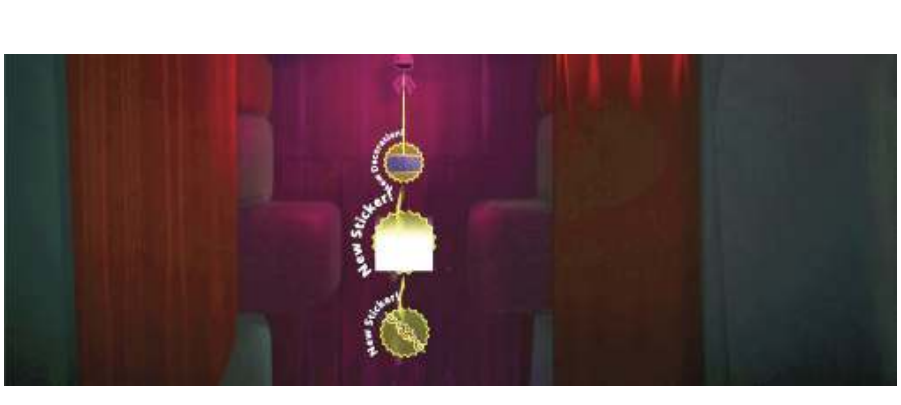
Return to the Blue Bounce Pads, and use them to grab the sponge hanging from a chain overhead. This lowers the door to a red wooden box on the right. To get there and avoid the green slime below, drop from the sponge into a bubble.

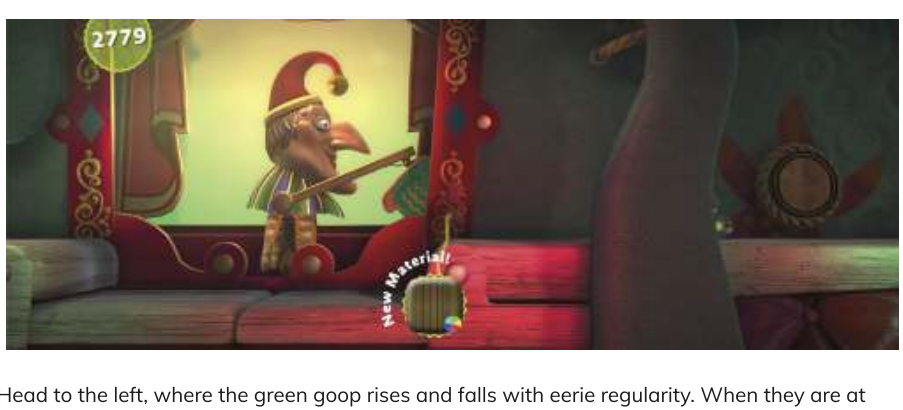




Once again, your sack person is flung wildly from this box into the air. In the blink of an eye, you pop three Prize Bubbles and obtain their **Ornate Gold Trim 1 Sticker**, **White Gradient Fade Sticker**, and **Jester Cylinder Decoration**.

As your sack person reaches peak height, steer to the right to pop a fourth Prize Bubble and snag its **Curtains Material**.

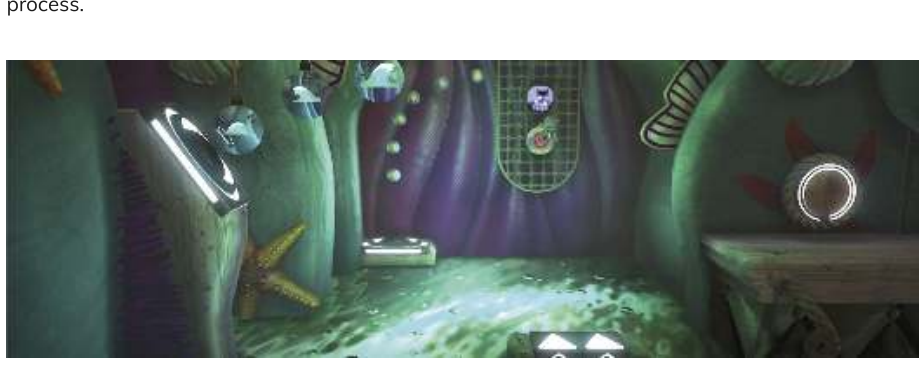


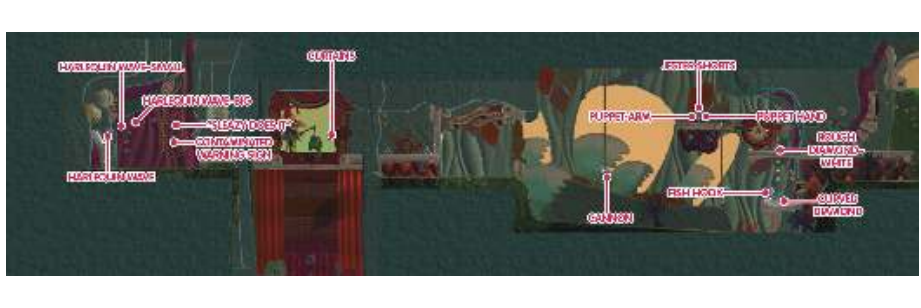


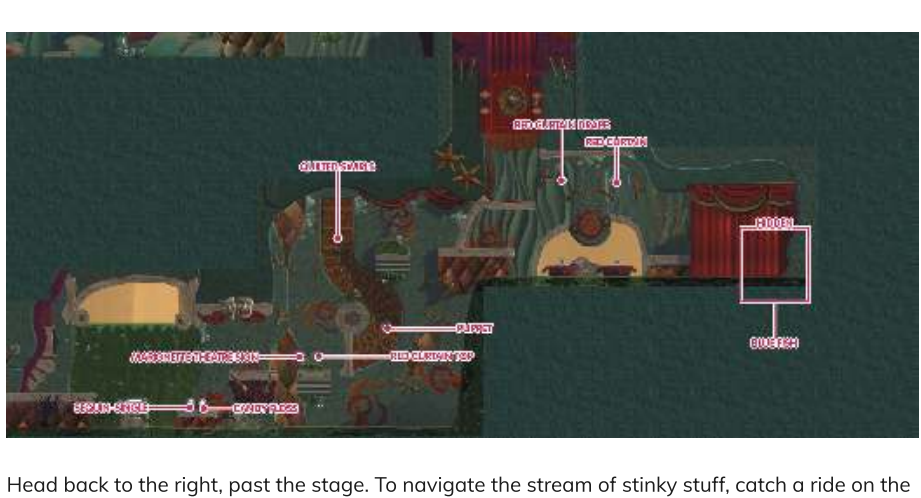
Head to the left, where the green goop rises and falls with eerie regularity. When they are at their lowest levels, jump left onto the Layer Launcher.

Grab onto the ropes in the background, and climb up them to stay above the deadly muck. Pop the two Prize Bubbles there to claim their **Contaminated Warning Sign Sticker** and **"Sleazy Does It" Audio**.

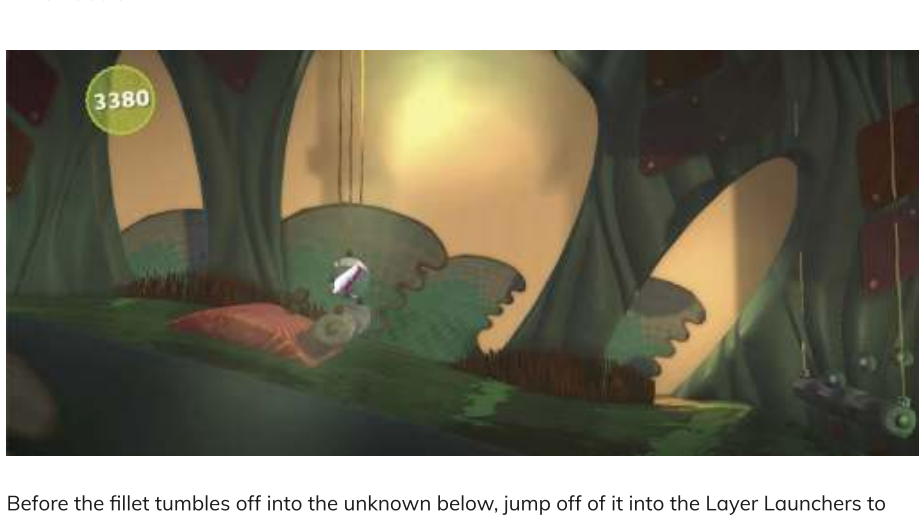
When the green waters recede again, drop down into the Velociporter. Your sack person is quickly whisked back to the Checkpoint start, popping three more Prize Bubbles for their **Harlequin Wave-Big Sticker**, **Harlequin Wave-Small Sticker**, and **Harlequin Wave Sticker** in the process.



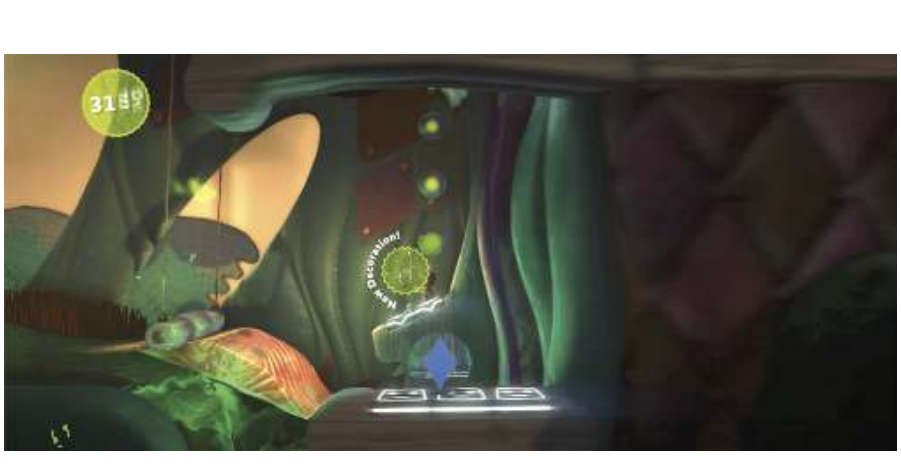


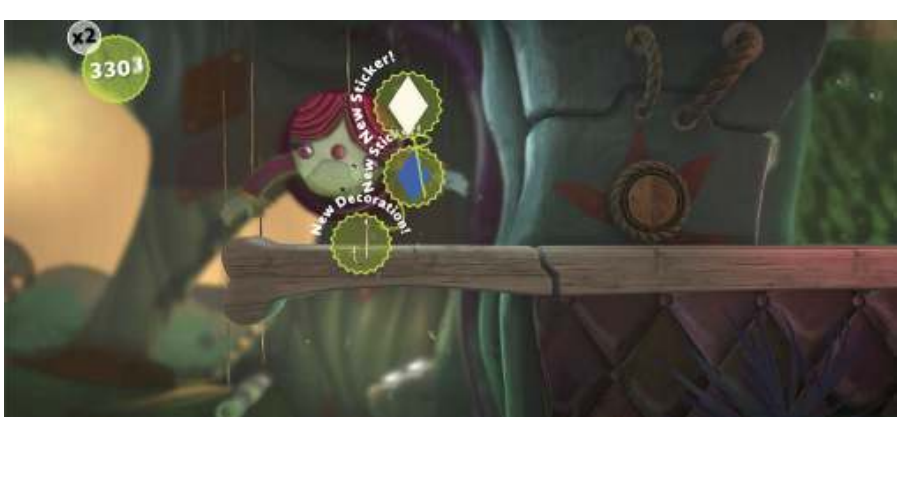


Head back to the right, past the stage. To navigate the stream of stinky stuff, catch a ride on the floating salmon fillets that pop up. Avoid the obstacles in the way as you pop the **Cannon Sticker** Prize Bubble.



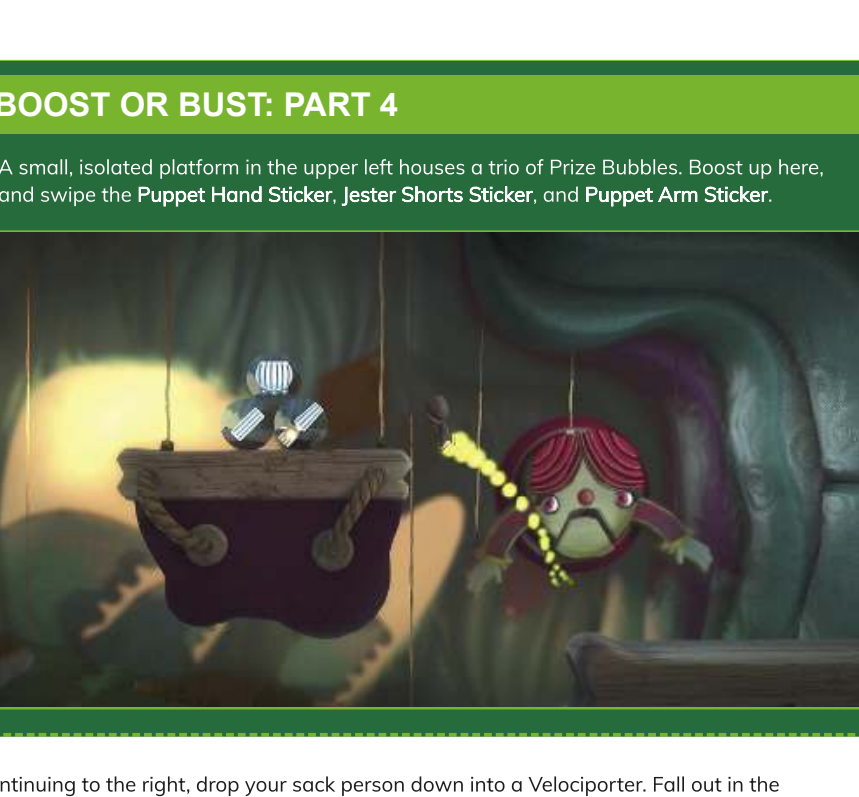
Before the fillet tumbles off into the unknown below, jump off of it into the Layer Launchers to the right. They lead to Bounce Pads that finally deposit your sack person high up in the foreground. This bursts three Prize Bubbles for the **Fish Hook Decoration**, **Curved Diamond Sticker**, and **Rough Diamond-White Sticker**.



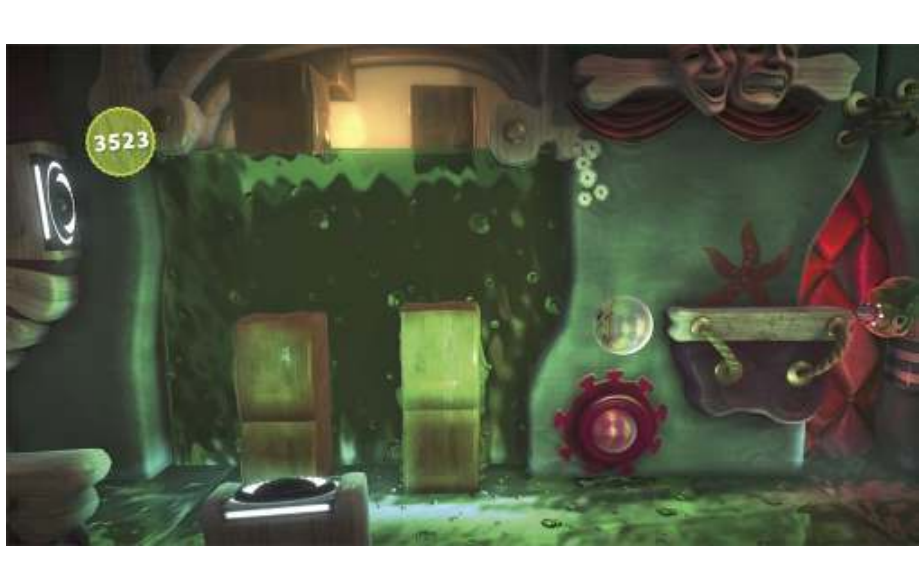


BOOST OR BUST: PART 4

A small, isolated platform in the upper left houses a trio of Prize Bubbles. Boost up here, and swipe the **Puppet Hand Sticker**, **Jester Shorts Sticker**, and **Puppet Arm Sticker**.

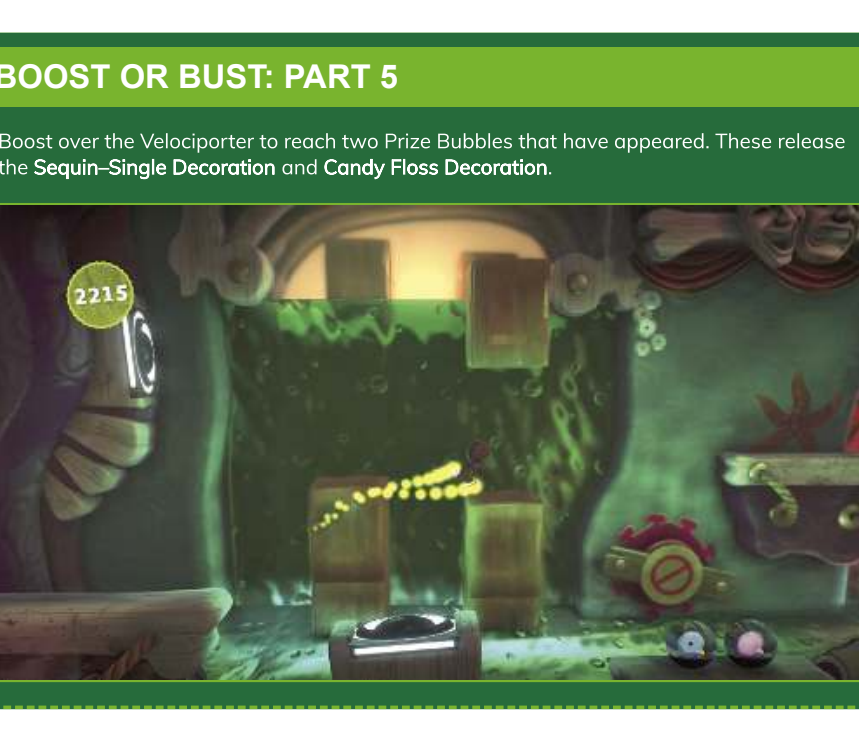


Continuing to the right, drop your sack person down into a Velociporter. Fall out in the background, landing on the tops of cardboard boxes that sink into the muck. Jump off and into the rising bubble to the right.

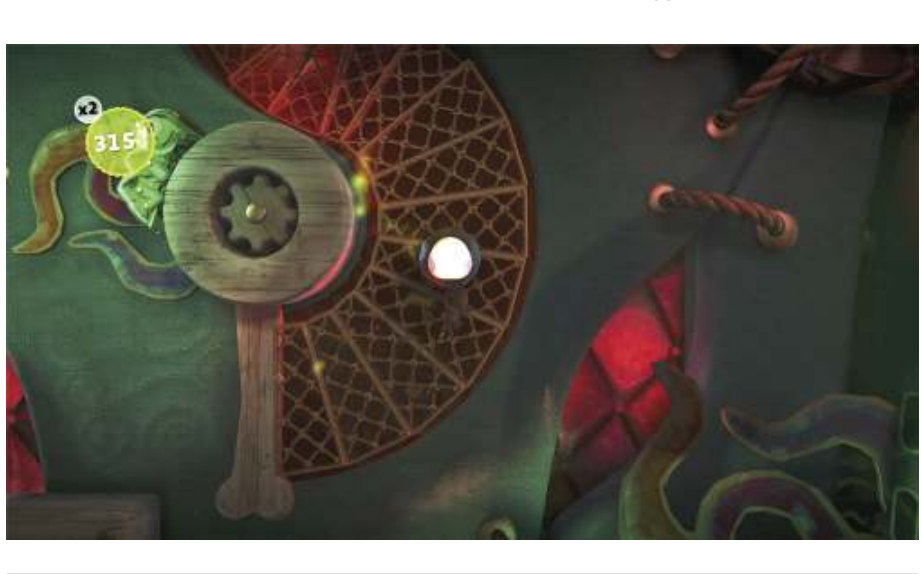


BOOST OR BUST: PART 5

Boost over the Velociporter to reach two Prize Bubbles that have appeared. These release the **Sequin-Single Decoration** and **Candy Floss Decoration**.

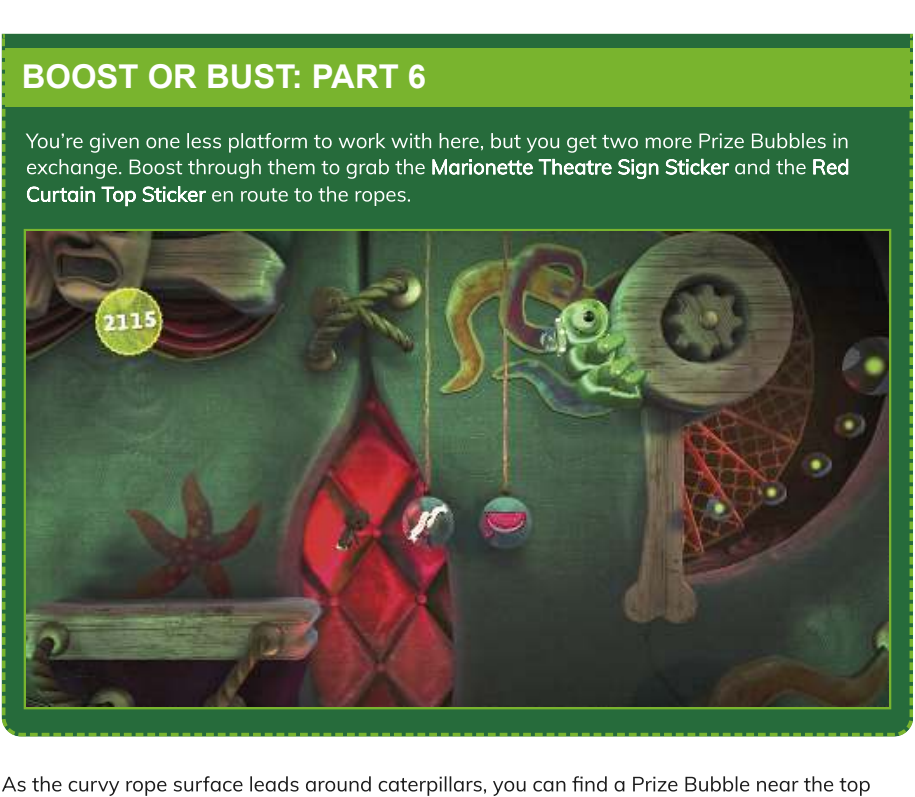


Caterpillars are abundant ahead. Avoid them as you climb up the rope rigging that moves into place as you approach. Along the way, pop a Prize Bubble for the **Puppet Sticker**.

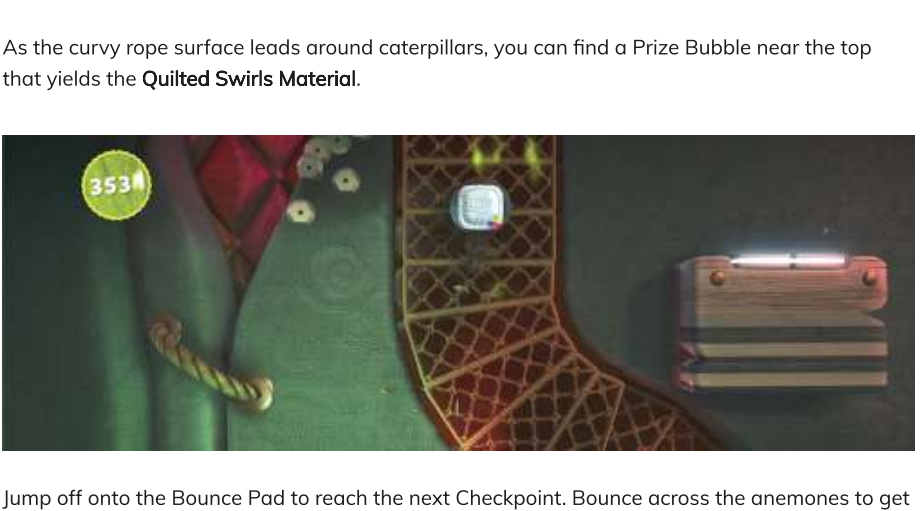


BOOST OR BUST: PART 6

You're given one less platform to work with here, but you get two more Prize Bubbles in exchange. Boost through them to grab the **Marionette Theatre Sign Sticker** and the **Red Curtain Top Sticker** en route to the ropes.

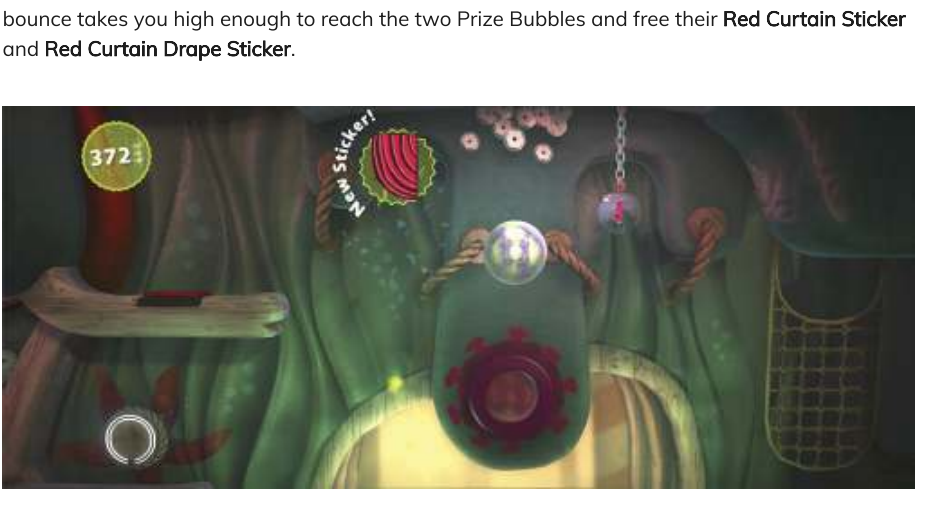


As the curvy rope surface leads around caterpillars, you can find a Prize Bubble near the top that yields the **Quilted Swirls Material**.



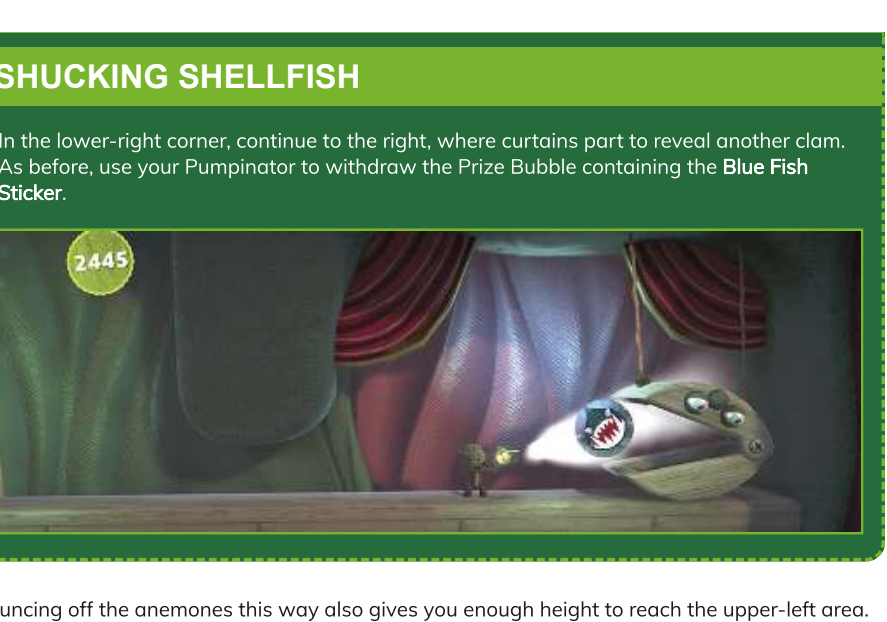
Jump off onto the Bounce Pad to reach the next Checkpoint. Bounce across the anemones to get to the right. Climb up the ropes, and drop down on an anemone with enough bounce to reach the rising bubbles.

When the bubble pops against the ceiling, fall down onto an anemone. From this height, your bounce takes you high enough to reach the two Prize Bubbles and free their **Red Curtain Sticker** and **Red Curtain Drape Sticker**.



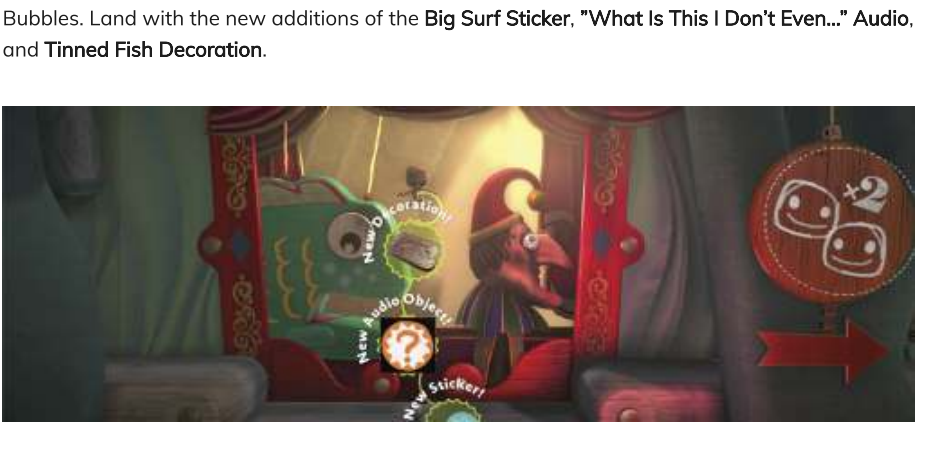
SHUCKING SHELLFISH

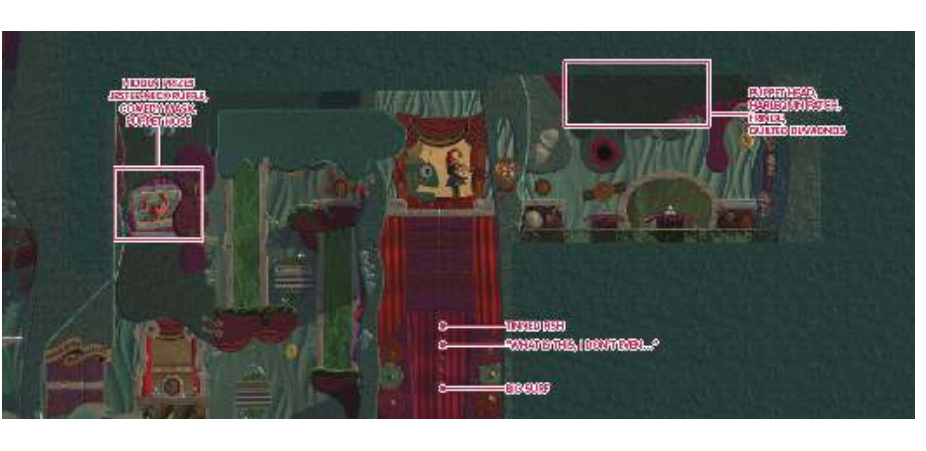
In the lower-right corner, continue to the right, where curtains part to reveal another clam. As before, use your Pumpinator to withdraw the Prize Bubble containing the **Blue Fish Sticker**.



Bouncing off the anemones this way also gives you enough height to reach the upper-left area. Standing on the button there lowers a sponge for your sack person to grab.

Rising up in another wooden box, your sack person is launched straight up through three Prize Bubbles. Land with the new additions of the **Big Surf Sticker**, **"What Is This I Don't Even..." Audio**, and **Tinned Fish Decoration**.

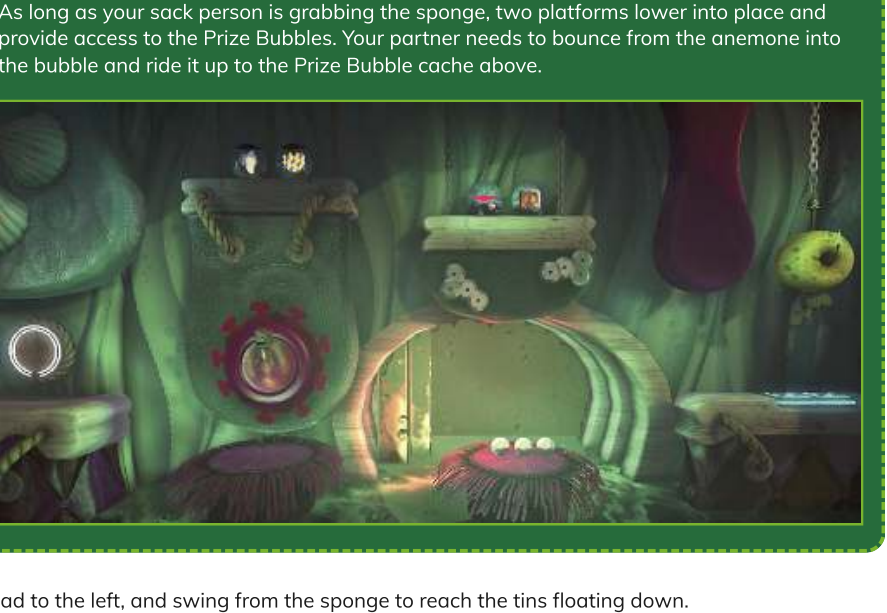




SEA SPONGE, PULL SPONGE

The puzzle to the right isn't suited for solo adventurers. But, when accompanied by a friend, you can earn the **Puppet Head Sticker**, **Harlequin Patch Sticker**, **Fringe Decoration**, and **Quilted Diamonds Material**. One of you must bounce across anemones to the Blue Bounce Pads on the right. Use them to grab the sponge.

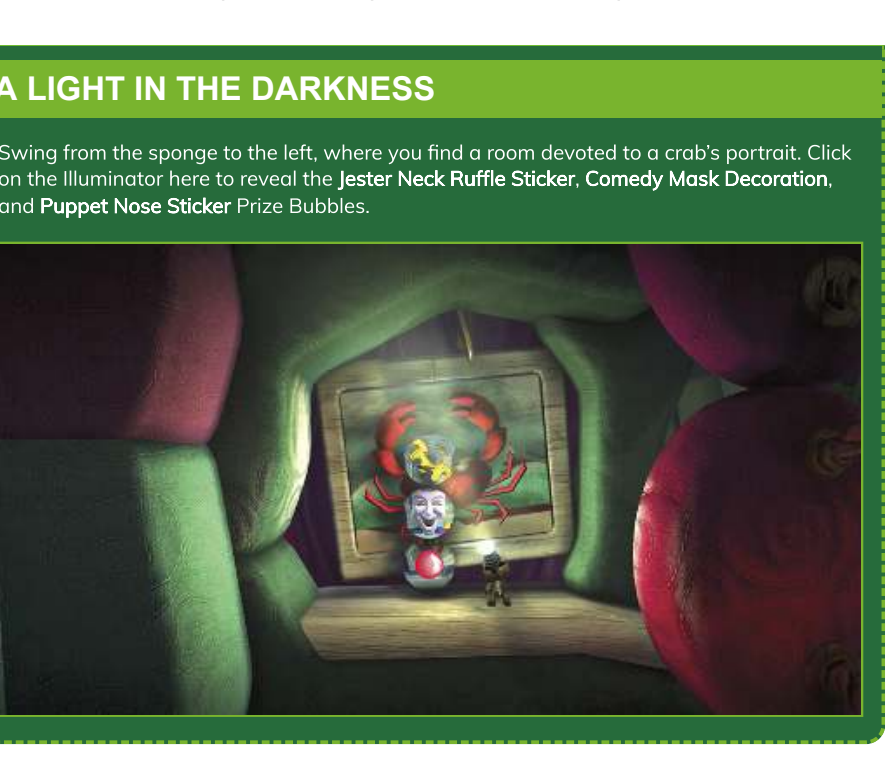
As long as your sack person is grabbing the sponge, two platforms lower into place and provide access to the Prize Bubbles. Your partner needs to bounce from the anemone into the bubble and ride it up to the Prize Bubble cache above.

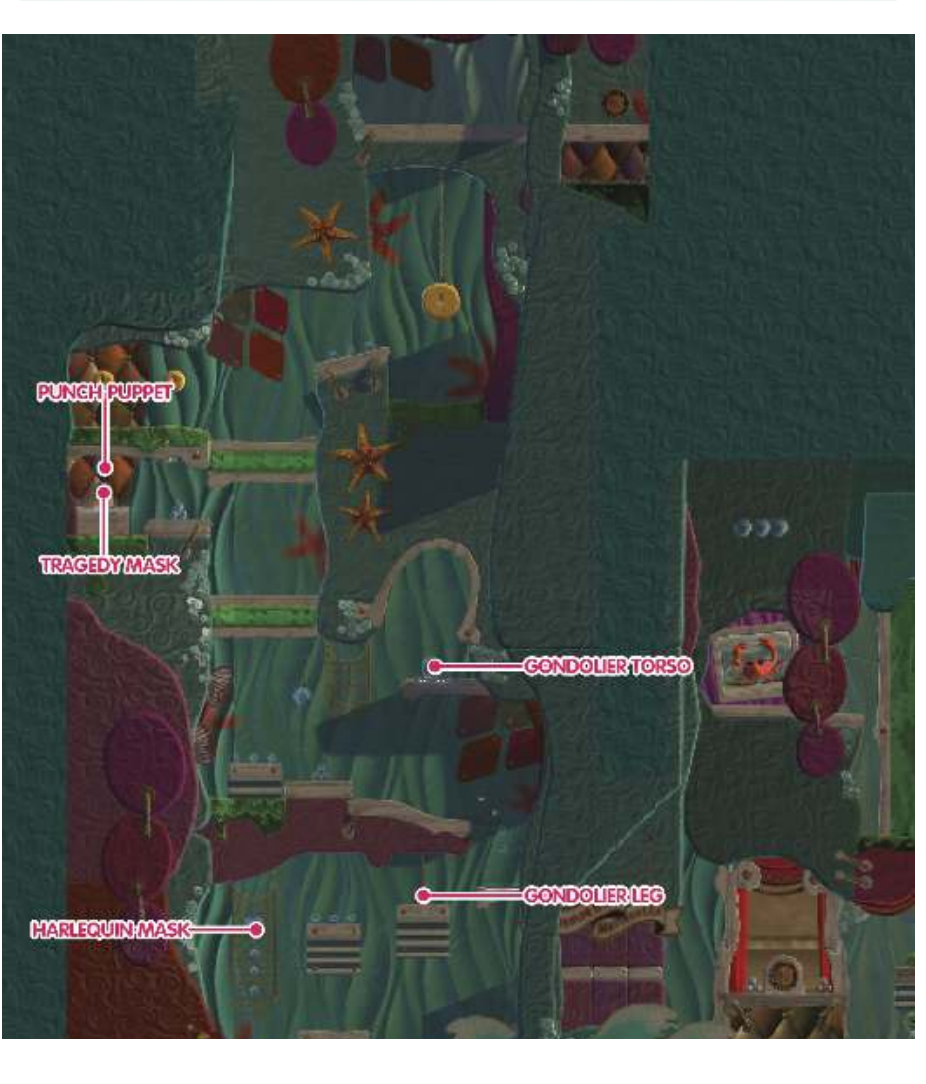


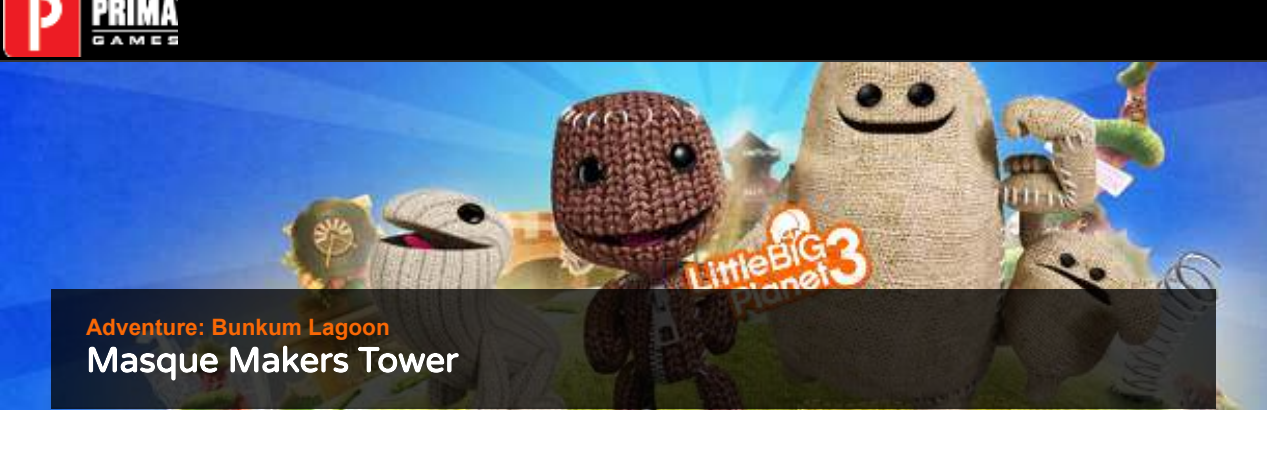
Head to the left, and swing from the sponge to reach the tins floating down.

A LIGHT IN THE DARKNESS

Swing from the sponge to the left, where you find a room devoted to a crab's portrait. Click on the Illuminator here to reveal the **Jester Neck Ruffle Sticker**, **Comedy Mask Decoration**, and **Puppet Nose Sticker** Prize Bubbles.







Masque Makers Tower

Prize Bubble Pick-Ups

✓ STICKERS
- DASH BOOTS
- TEAR DROP
- WARPED DIAMOND
- ROUGH DIAMOND–BLUE
- BUNKUM BUNTING
- HARLEQUIN TORSO
- RED NEEDLE
- PARROT WING
- MOUSE LEG
- MOUSE HEAD & BODY
- MOUSE ARM
- ROMAN NUMERAL 1
- EXTRAVAGANT FEMALE MASK
- EXTRAVAGANT PIG MASK–LIGHT

✓ MATERIALS
- COPPER ROOFING
- TEXTURED CUSHION
- DRAPERY
- PAINT SPLATS
- PAINT TRAY
- LACQUERED PAPER MACHE
- LEATHER APRON
- STITCHED BROWN LEATHER 1
- GREY WOOD
- ROUND METAL TIN

✓ DECORATIONS
- PAINT BRUSH
- SCROLLING MAGIC DUST
- BRASS ZIPPER
- IRON JEAN RIVET
- WOODEN HAND
- LEATHER POCKET
- BLUE CURTAIN 1
- PAINT BRUSH
- WAX BRUSH
- ARTIST BRUSH
- WOODEN MASK
- CARNIVAL MASK
- PLUME
- NAIL HEAD
- DRIPPING PAINT
- CEILING FAN
- LONG NOSED MASK
- LENGTH OF ROPE–KNOT
- LENGTH OF ROPE–END
- LENGTH OF ROPE–CURVED

✓ OBJECTS
- GLUE POT
- PEPPER MILL
- WOODEN MALLET
- CORKED BOTTLE

Level Complete Gifts

✓ STICKERS
- BRASS BELL

✓ PRIZE
- THROBBING BUBBLE

✓ AUDIO
- "PHOTON"

Collected All Gifts

✓ PRIZES
- MASK
- HARLEQUIN MASK

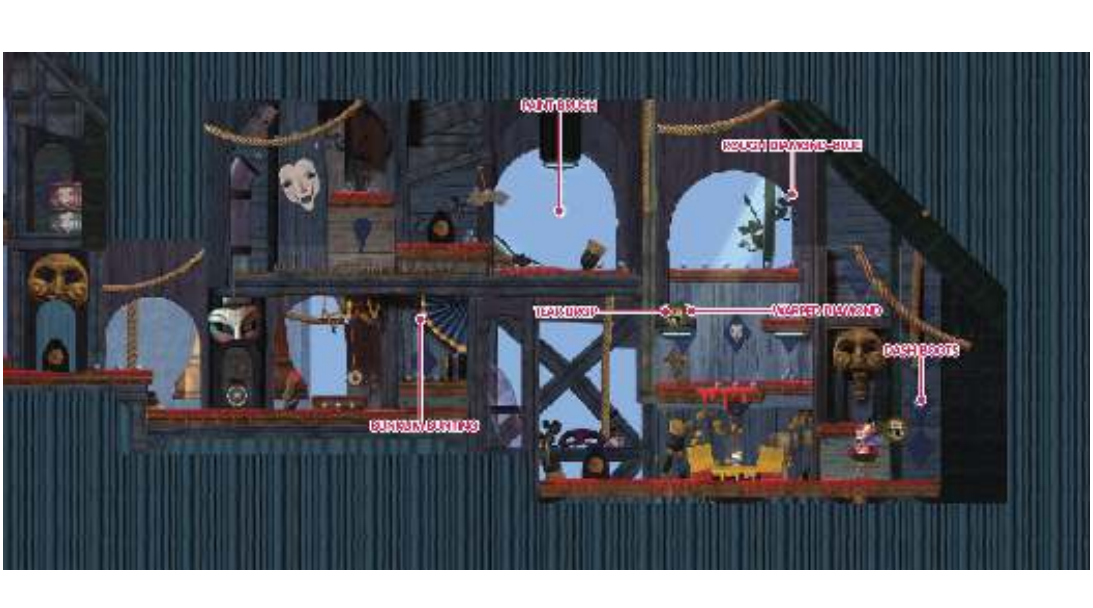
✓ PRIZES
- KETTLEDRUM STICK

Aced Level Gifts

✓ AUDIO
- "YOU'RE GONNA LIKE THIS..."

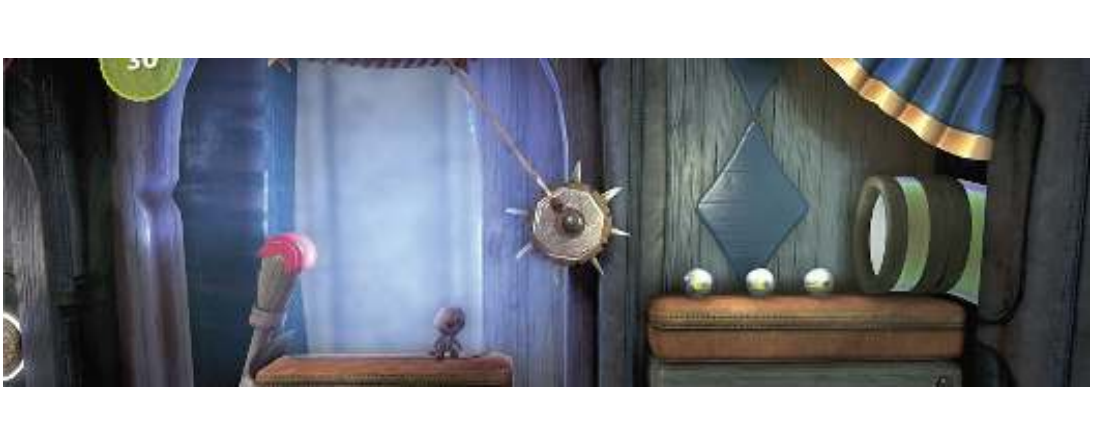
✓ PRIZES
- WOODEN TOWER BELL
- HEART SHAPED LOCK

The masque artisan who resided in this tower left a very unique impression. Throughout, the tools of the trade have left their mark with red wax and assorted masks scattered all over. But in the chaos following Newton and the Titans' arrival, things have gotten rather hostile. Few dare venture in here, and even fewer can get very far, challenged by the seemingly insurmountable heights to be scaled.



TALL AND TRICKY

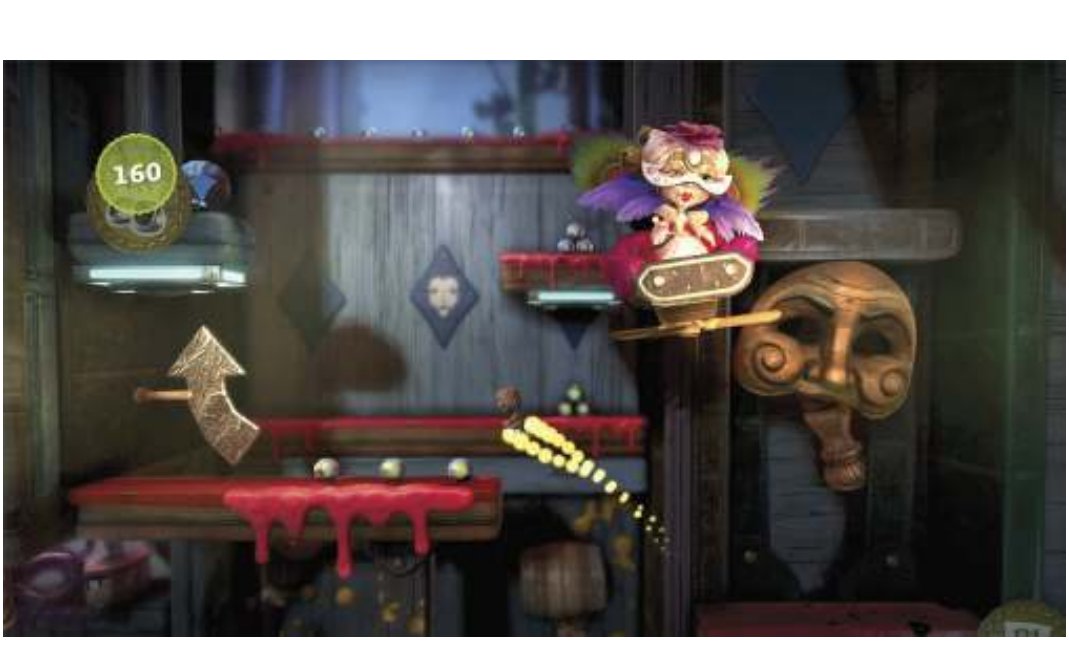
The influence of Newton and the Titans has corrupted this once peaceful tower. Now, all kinds of dangers and vicious creatures lurk within. As you first embark through here, a ceiling-dwelling spider swings a perilous spike log pendulously. Wait for it to swing past, and safely dive into the clear tube.

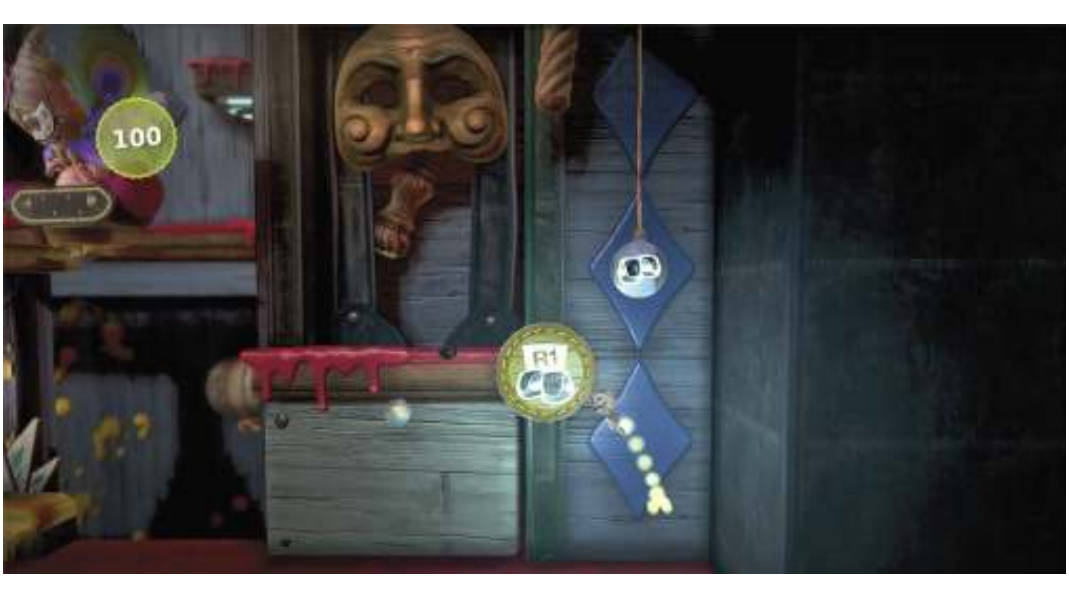


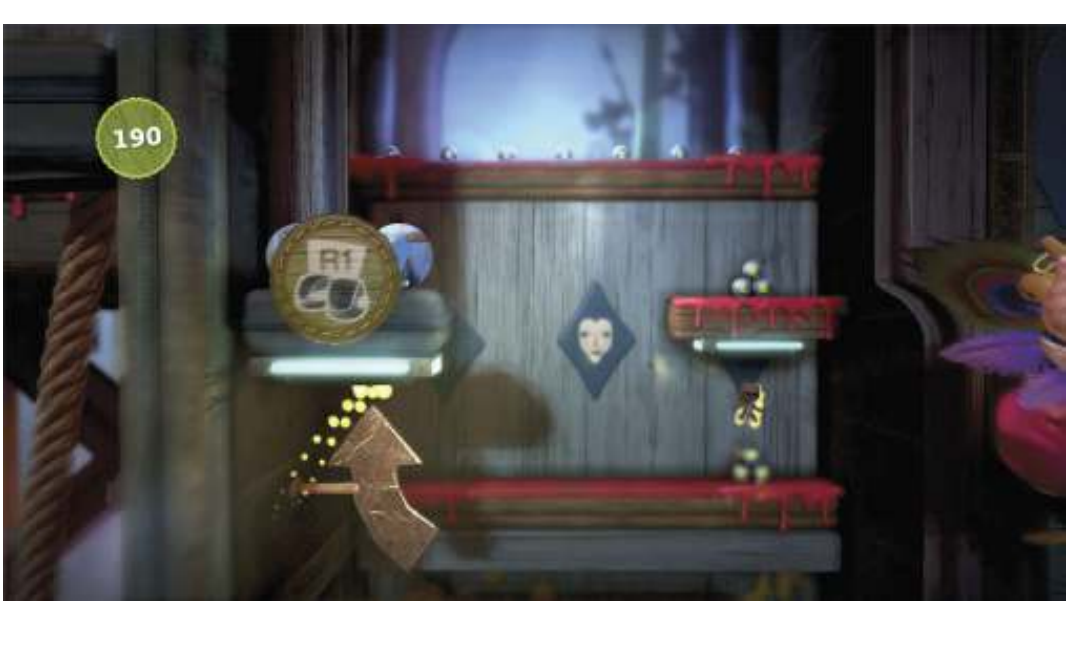
Boosting Bonanza!

It's a long way up, but Pinky's got just the thing to ascend in a hurry: Boost Boots. Collect them, and equip them from your Sackpocket. Press R1 to activate them mid-air and boost a short distance farther in the direction you choose. Use them to pop the Prize Bubble to the right that contains the **Dash Boots Sticker**.

Then, boost higher up and to the left. Take the Velociporter there into the background.

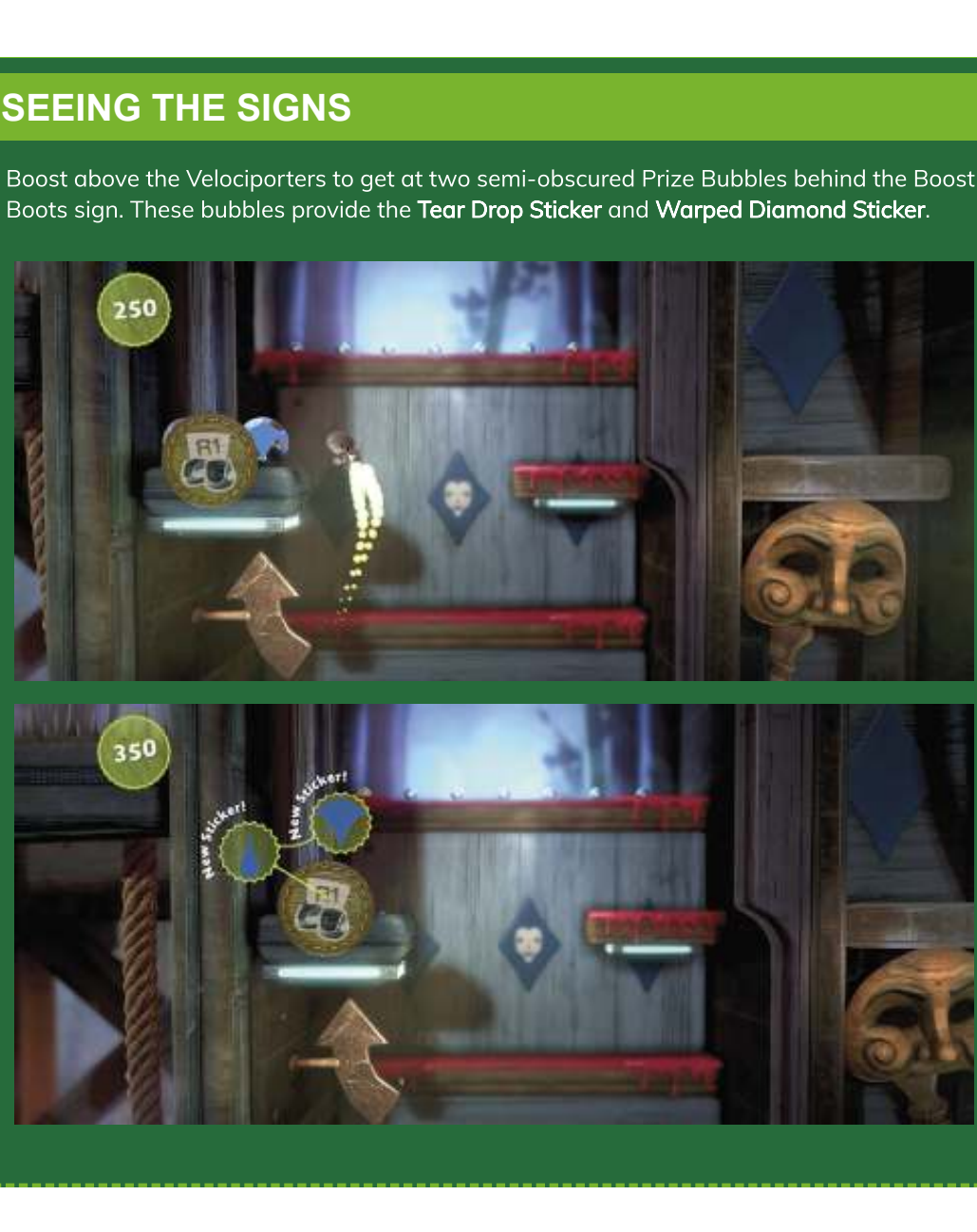


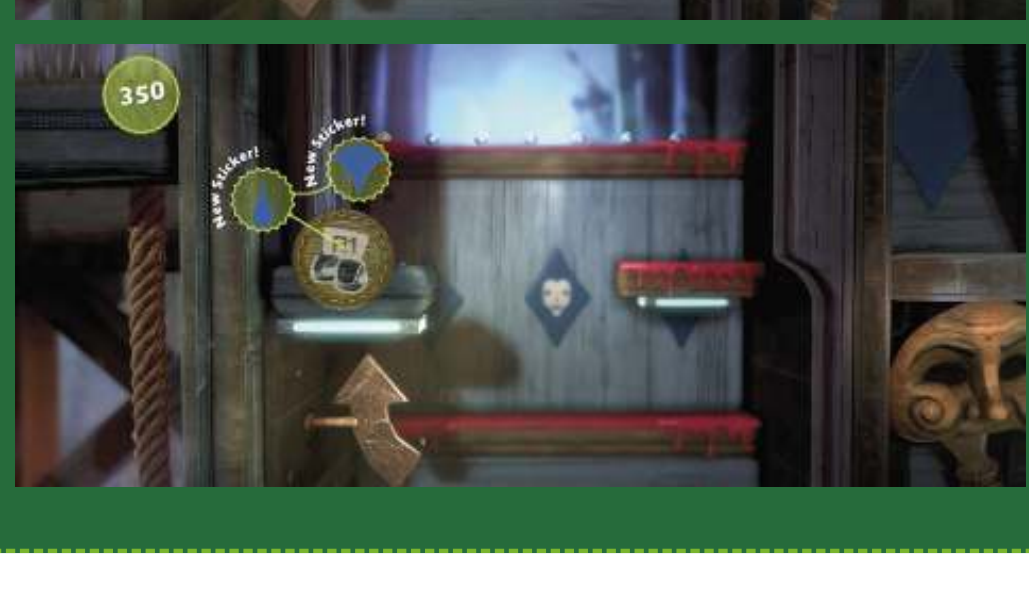




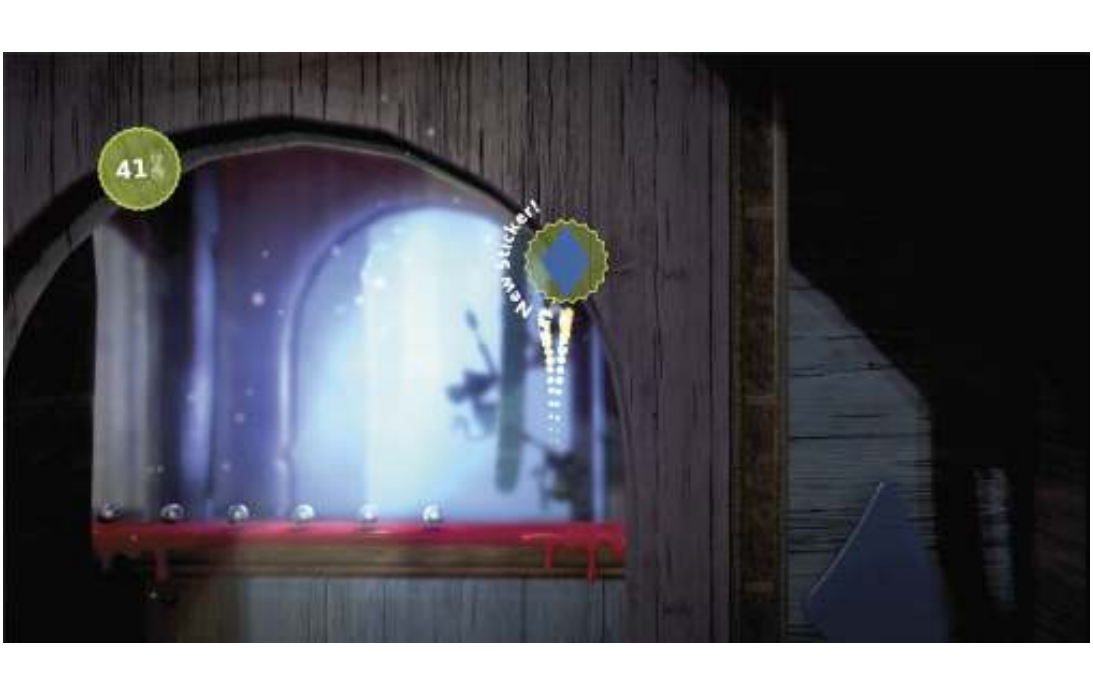
SEEING THE SIGNS

Boost above the Velociporters to get at two semi-obscured Prize Bubbles behind the Boost Boots sign. These bubbles provide the **Tear Drop Sticker** and **Warped Diamond Sticker**.

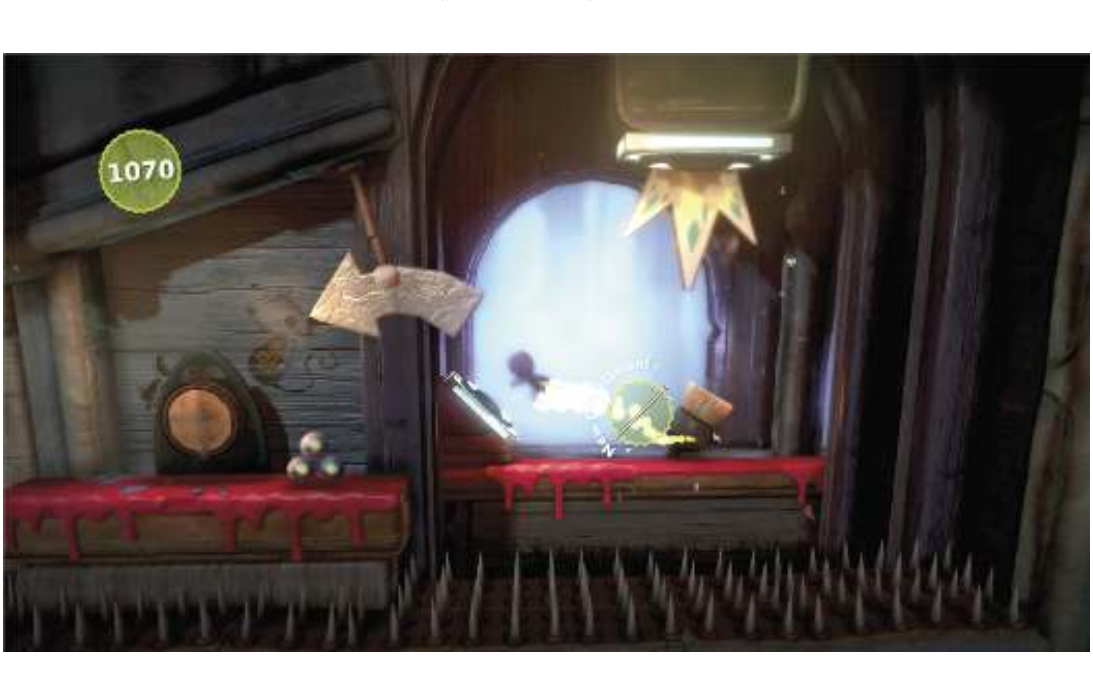




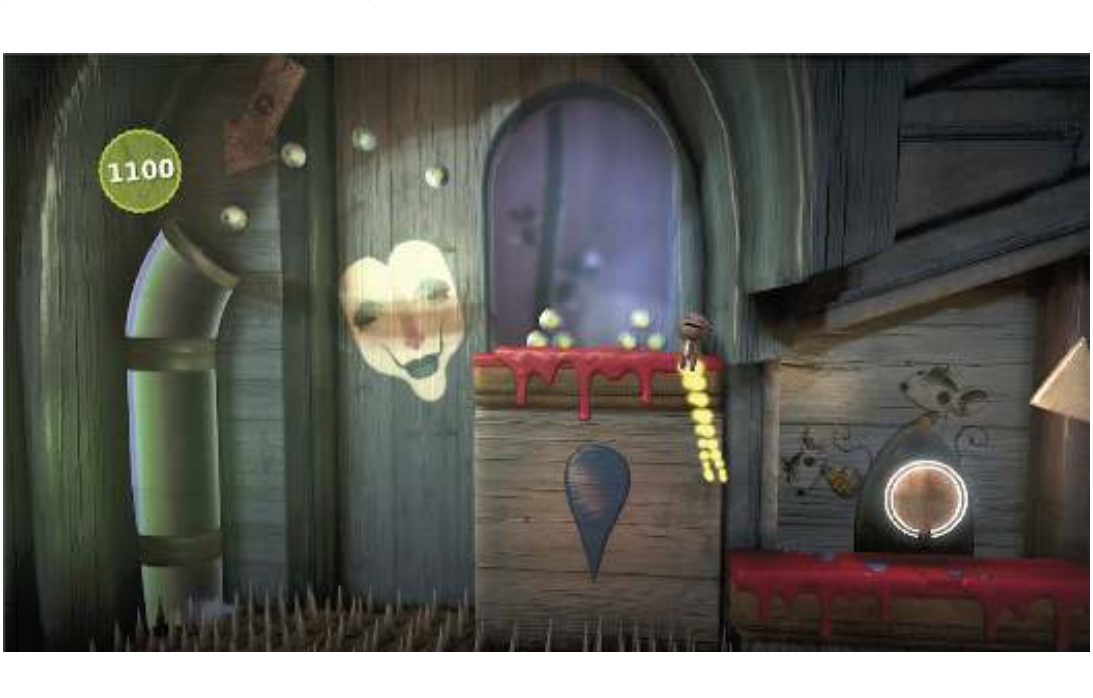
In the background, boost up to the platforms. Don't miss a Prize Bubble tucked into the upper-right corner: snag its **Rough Diamond–Blue Sticker**.



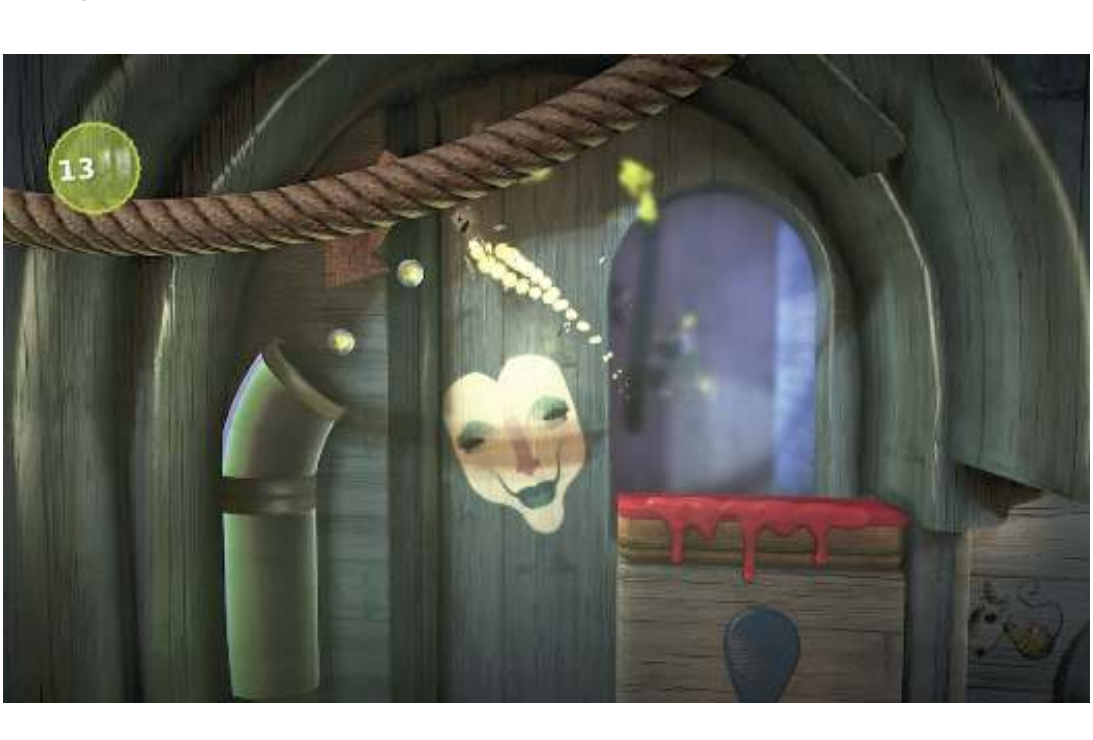
Head to the left, and sprint into the Velociporter. Emerging in the foreground, your sack person tumbles toward spikes. Use the Boost Boots in the nick of time to pop the mid-air **Paint Brush Decoration** Prize Bubble and land safely to the left by the next Checkpoint.

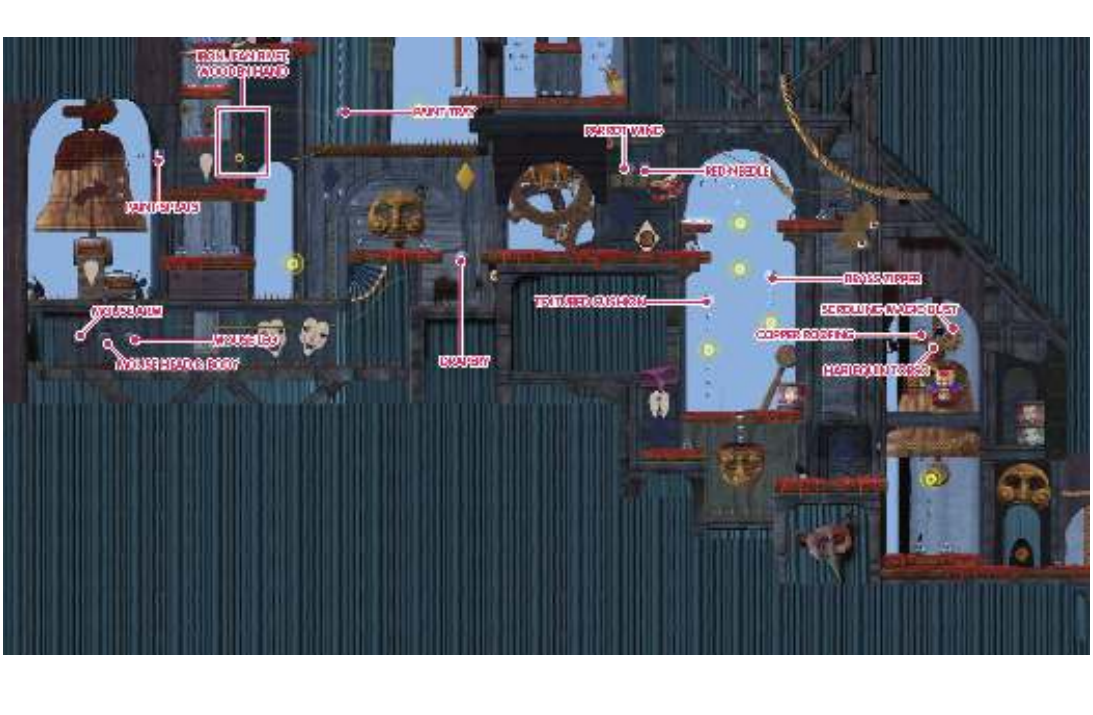


Keep boosting up to the left to enter the clear tube mounted against the far left wall that drops your sack person back to where you started.



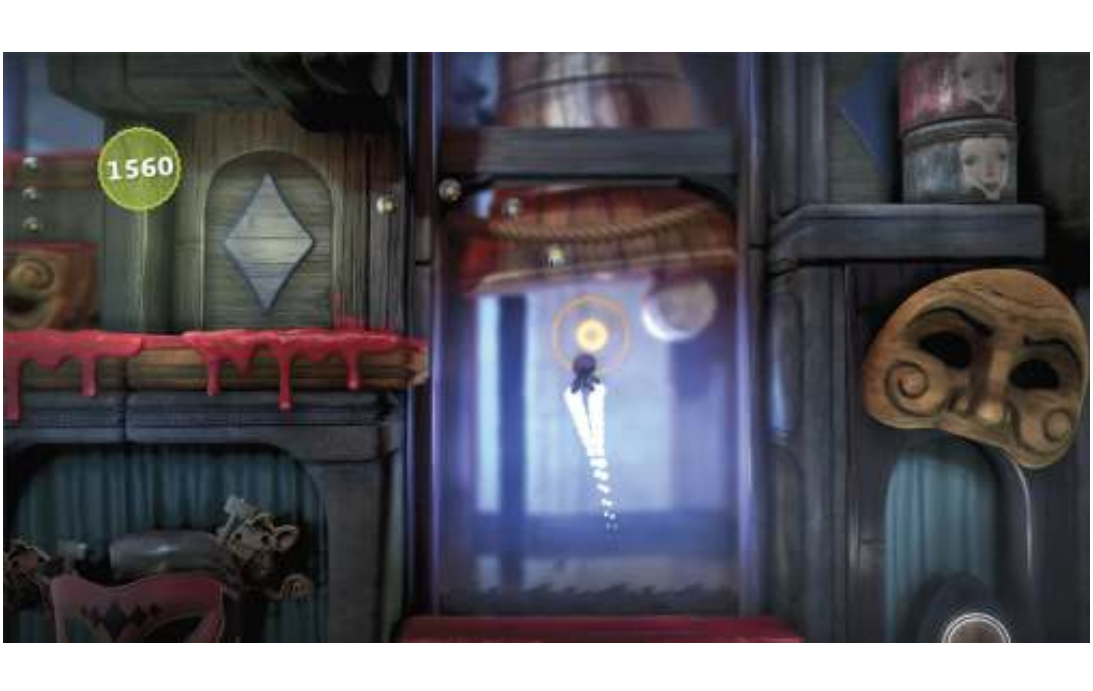
Before exploring the rest of the tower to the left, use your new Boost Boots to pop the Prize Bubble in the upper-right corner where you encountered your first tube. It yields the **Bunkum Bunting Sticker**.



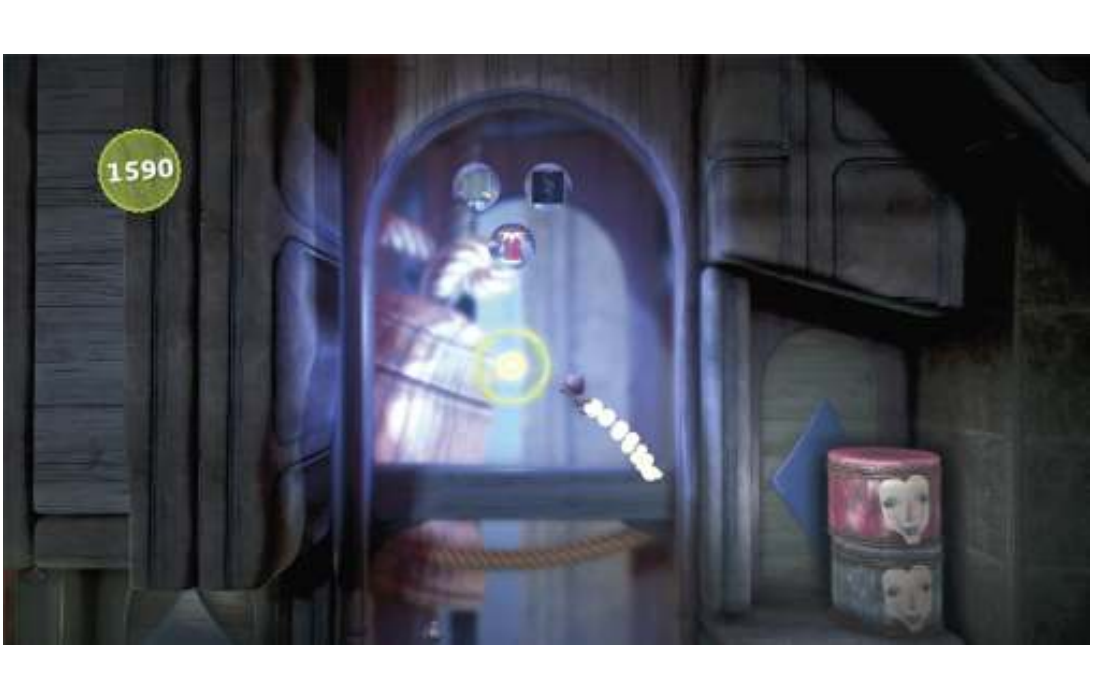


Feeling Refreshed

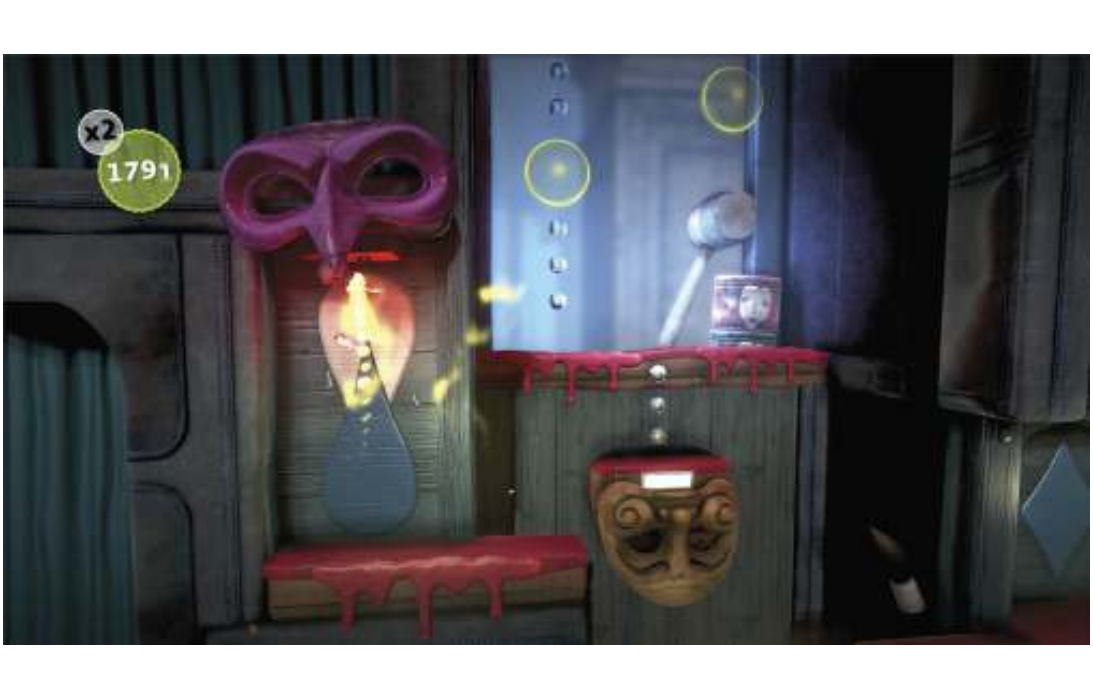
Boosting up to the left leaves your sack person hovering before an interesting new light show. These glowing circles are Boost Refreshers. When you touch one, it lets you boost an additional time! You can tell that this has happened when the circle turns from yellow to orange.



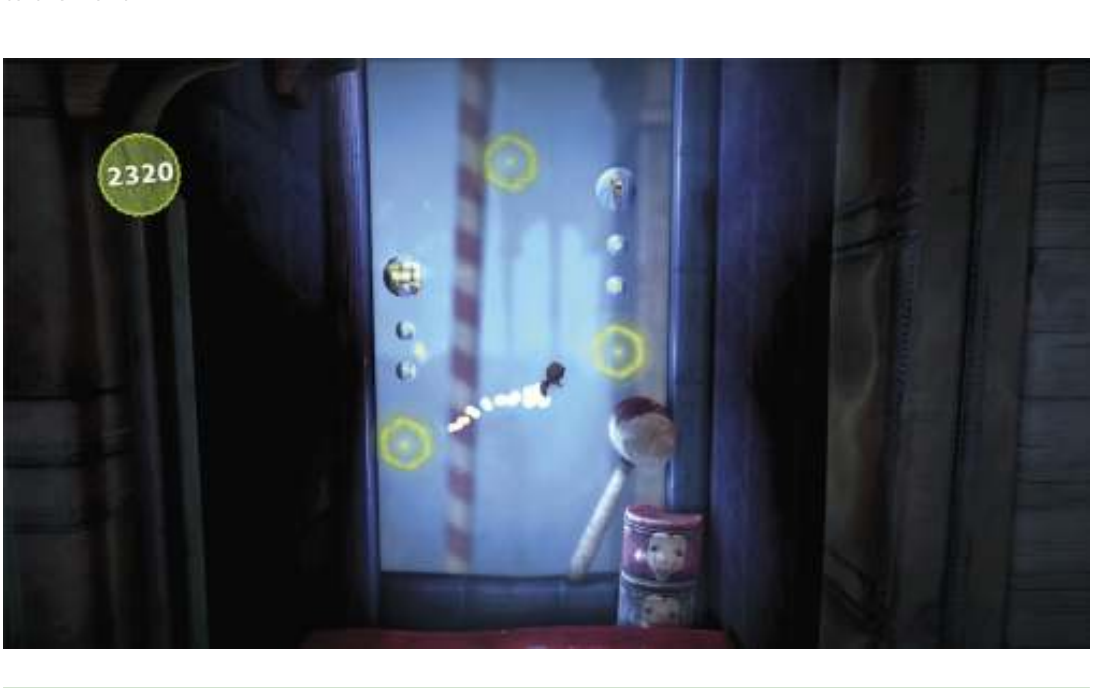
Boost up to the right ledge by the blue-and-pink colored tins. Boosting again up to the left lets you reach a Boost Refresher that gives you all the extra juice needed to pop the three Prize Bubbles here. They surrender the **Copper Roofing Material**, **Scrolling Magic Dust Decoration**, and **Harlequin Torso Sticker**.



Heading back to the left, a red button is tucked under a purple mask. Boost up to press it and bring the upside-down mask platform forward.

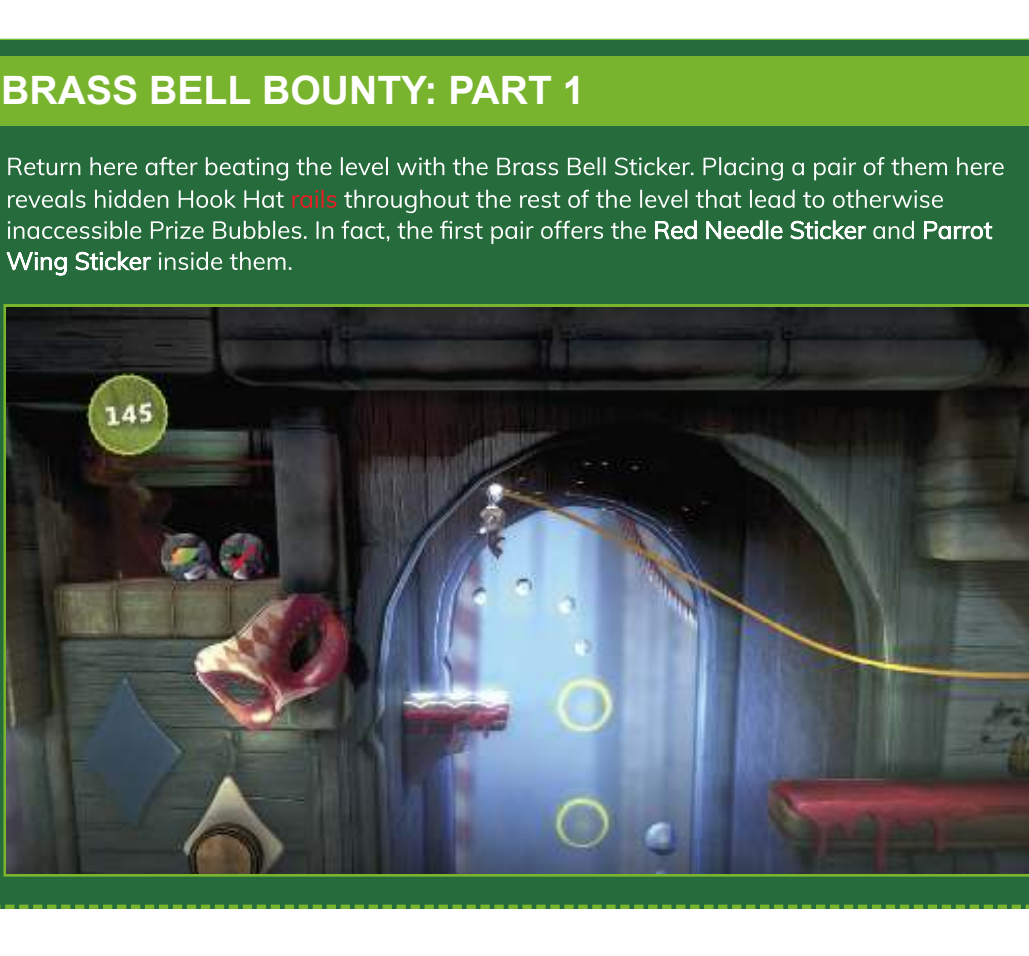


The platform recedes into the background, where your sack person can now flit between ample Boost Refreshers. As you navigate between them, be sure to pop the Prize Bubbles for the **Textured Cushion Material** and **Brass Zipper Decoration**. Land on the Layer Launchers to return to the front.

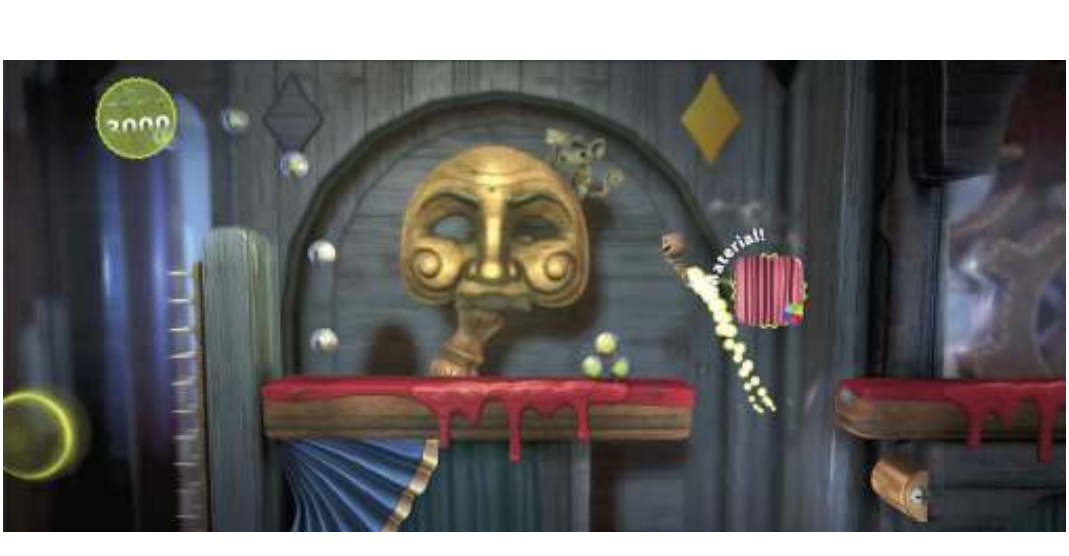


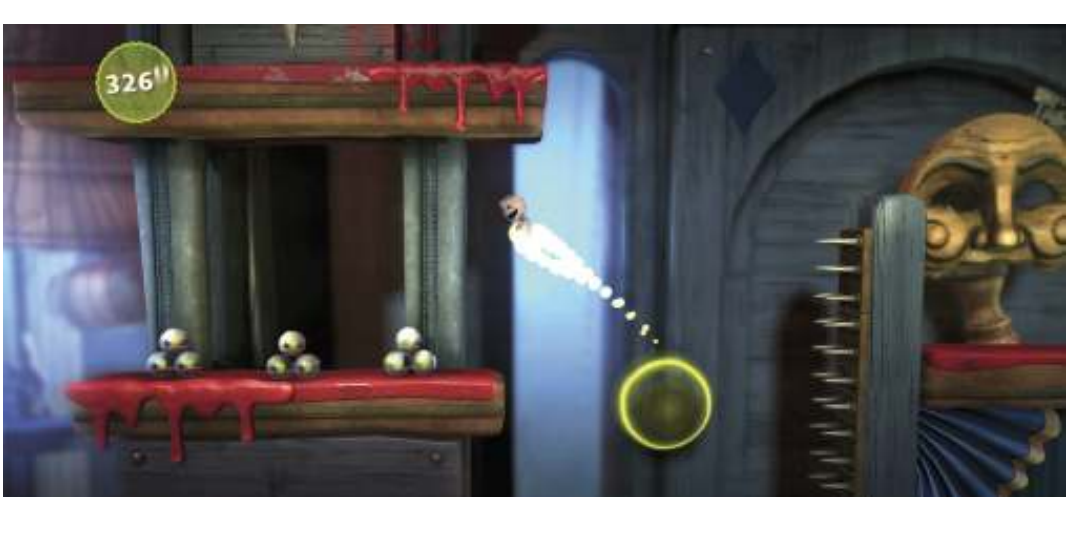
BRASS BELL BOUNTY: PART 1

Return here after beating the level with the Brass Bell Sticker. Placing a pair of them here reveals hidden Hook Hat rails throughout the rest of the level that lead to otherwise inaccessible Prize Bubbles. In fact, the first pair offers the **Red Needle Sticker** and **Parrot Wing Sticker** inside them.



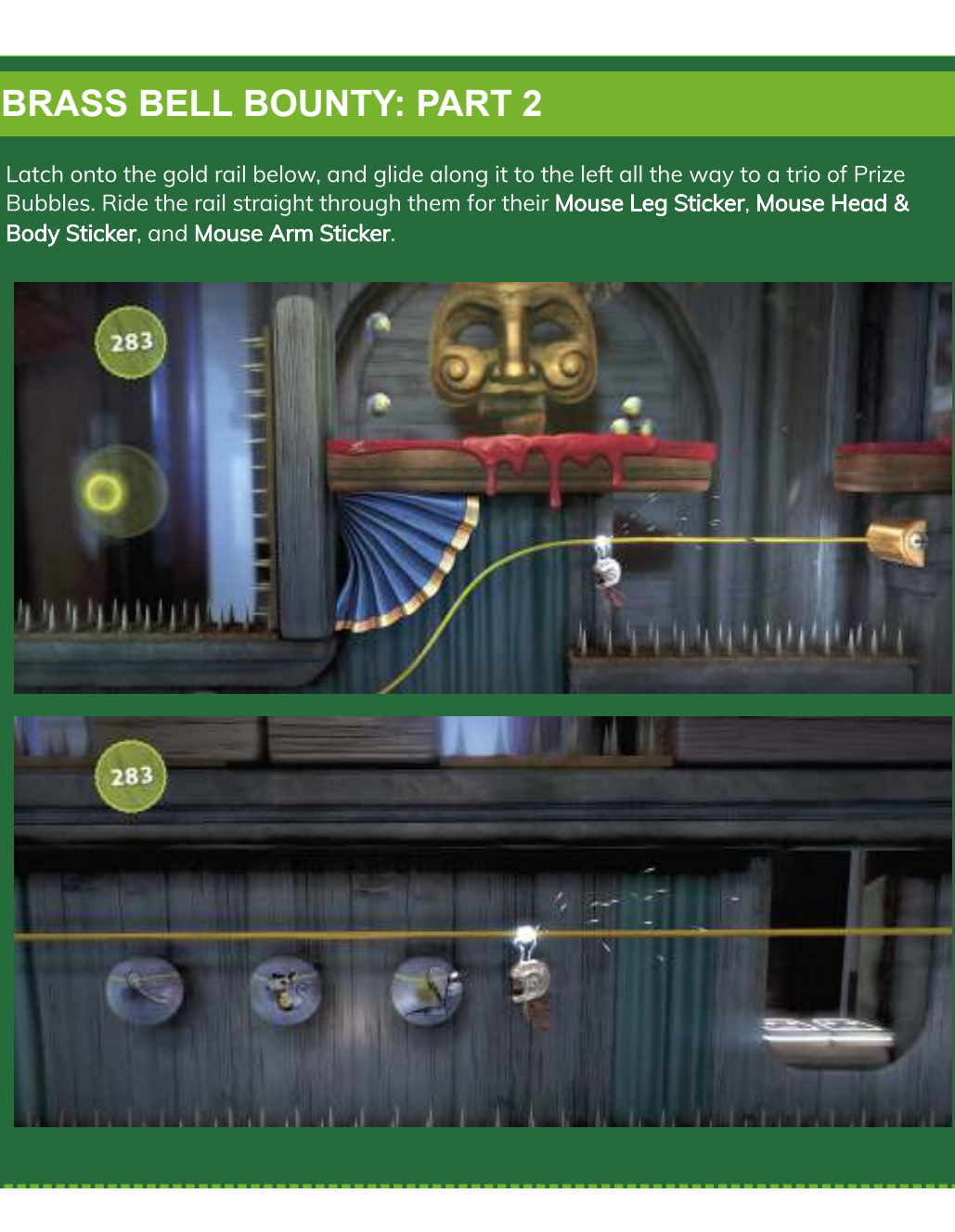
Beyond the next wall-crawling weirdo, a Prize Bubble seems impossibly placed in a gap above a bed of spikes. Fall down through it, nab the **Drapery Material**, and immediately use your Boost Boots to get back up to safety. Boost over the left wall, and catch the Boost Refresher to boost toward the piles of Score Bubbles to the left.

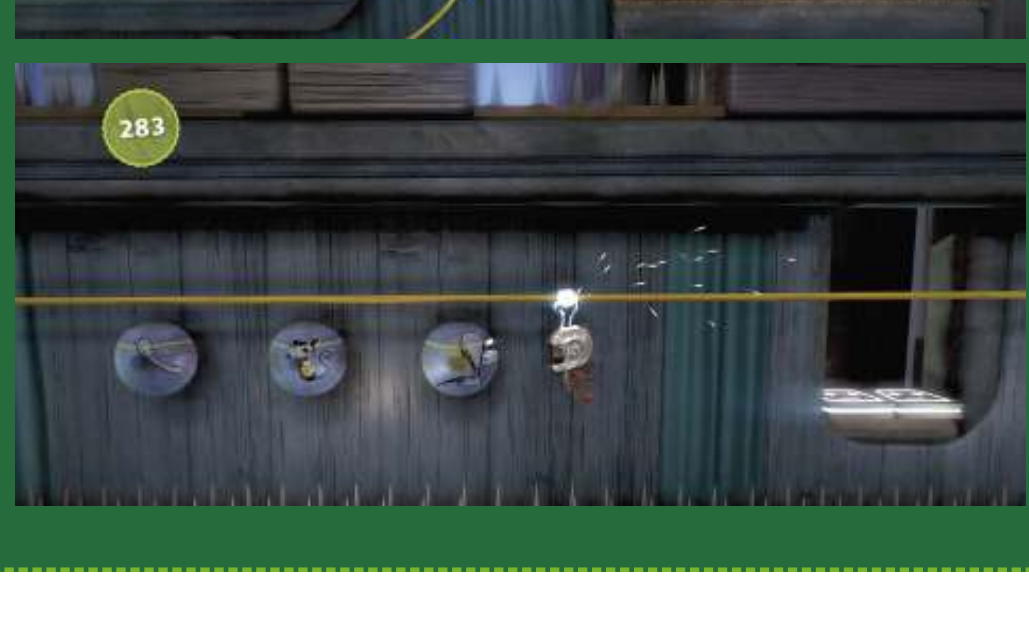




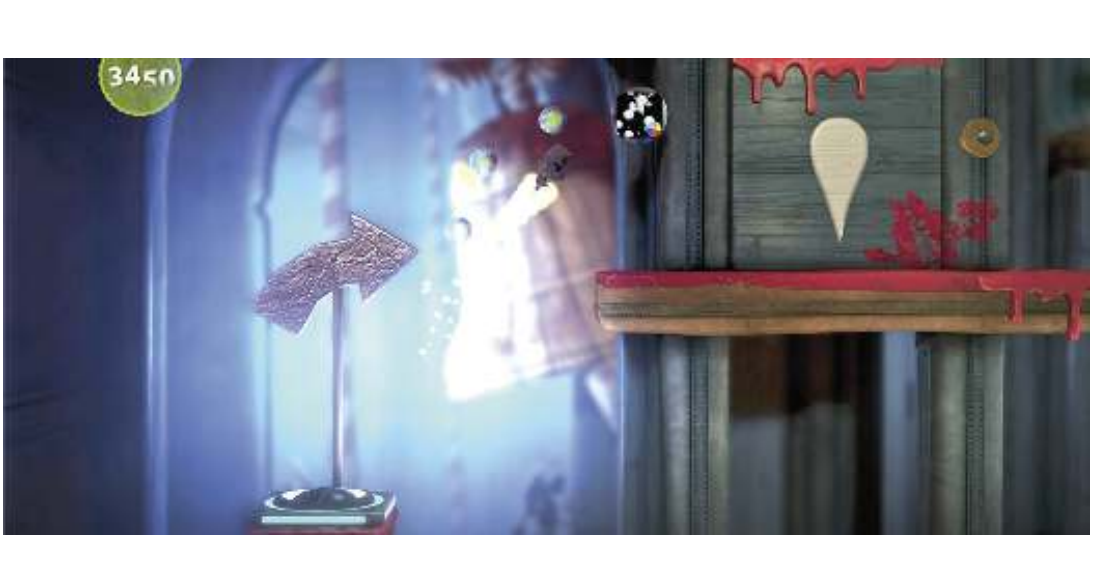
BRASS BELL BOUNTY: PART 2

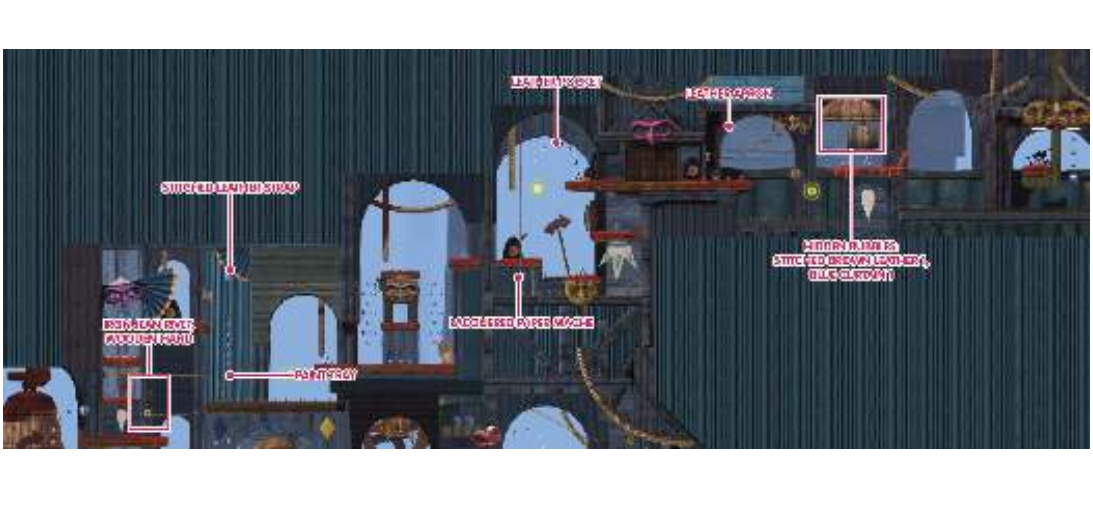
Latch onto the gold rail below, and glide along it to the left all the way to a trio of Prize Bubbles. Ride the rail straight through them for their **Mouse Leg Sticker**, **Mouse Head & Body Sticker**, and **Mouse Arm Sticker**.





Keep on moving to the left, and drop into the Velociporter. Reappearing in the background, use the Boost Boots to reach the next platform. A Prize Bubble is waiting there with its **Paint Splats Material**.

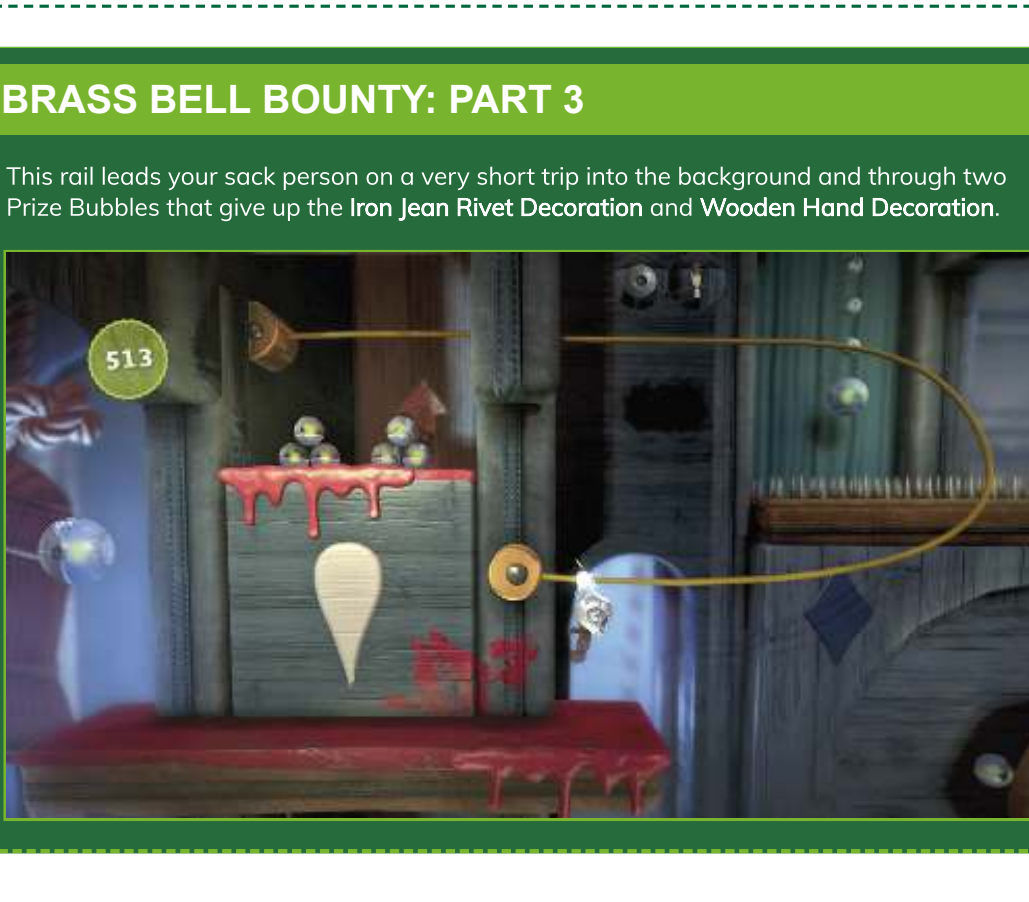



LEATHER POCKET
LEATHER APRON
STITCHED LEATHER STRAP
HIDDEN BUBBLES: STITCHED BROWN LEATHER 1, BLUE CURTAIN 1
IRON JEAN RIVET, WOODEN HAND
LACQUERED PAPER MACHE
PAINT TRAY

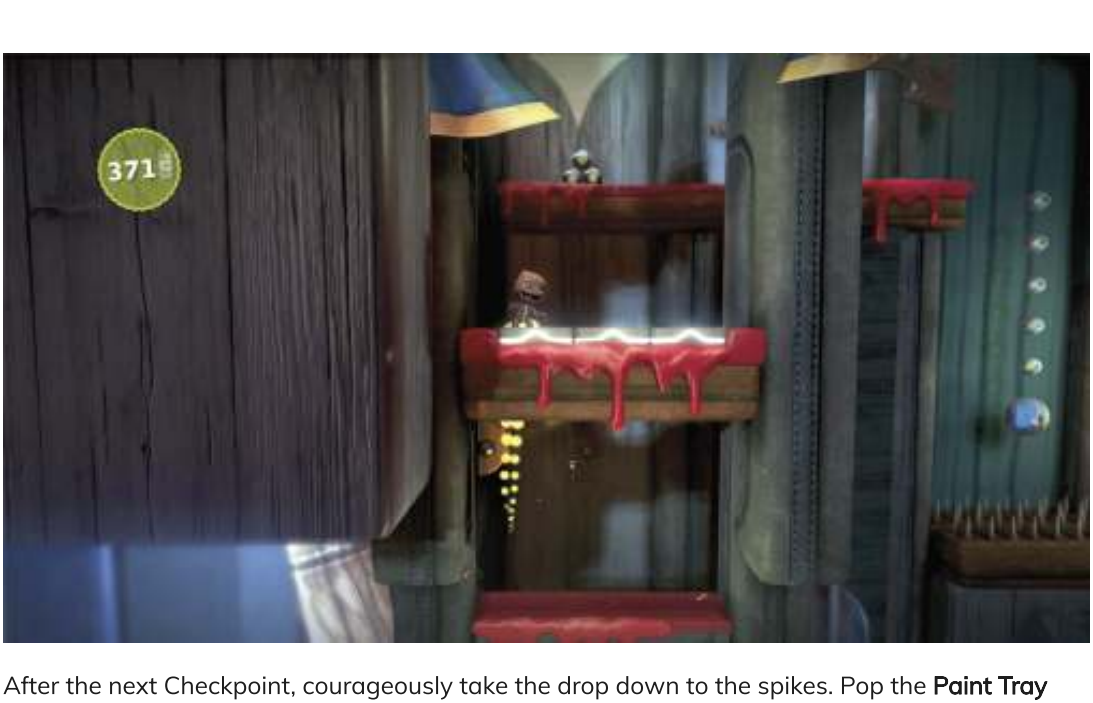
Bevy of Boosting

BRASS BELL BOUNTY: PART 3

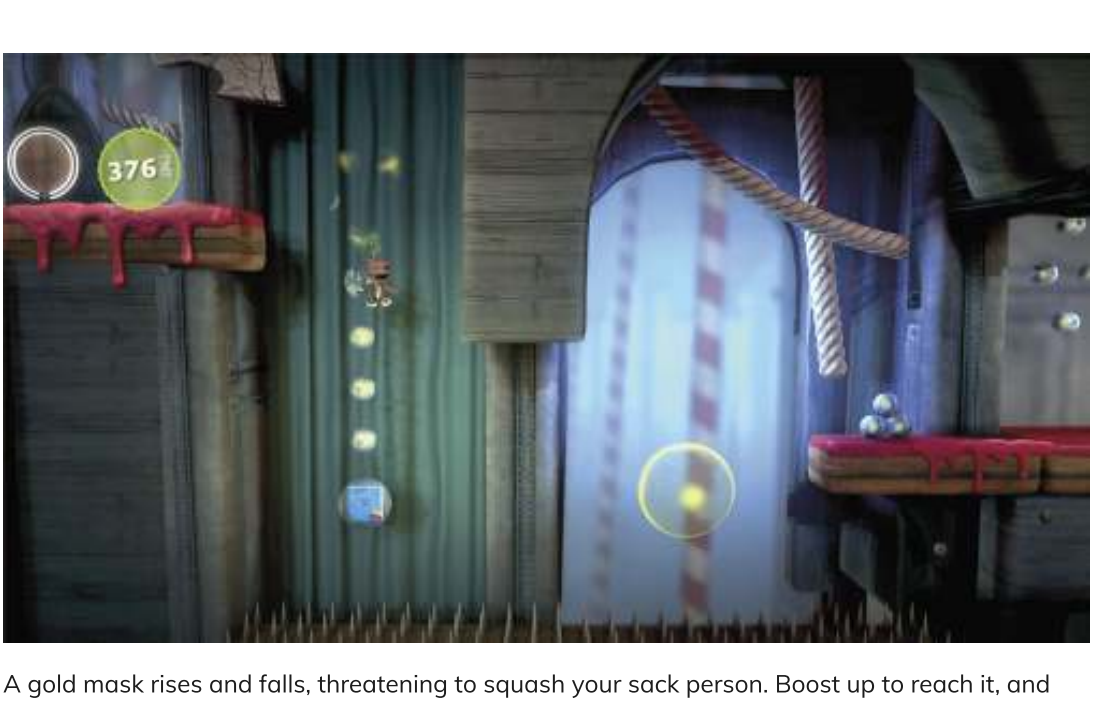
This rail leads your sack person on a very short trip into the background and through two Prize Bubbles that give up the **Iron Jean Rivet Decoration** and **Wooden Hand Decoration**.



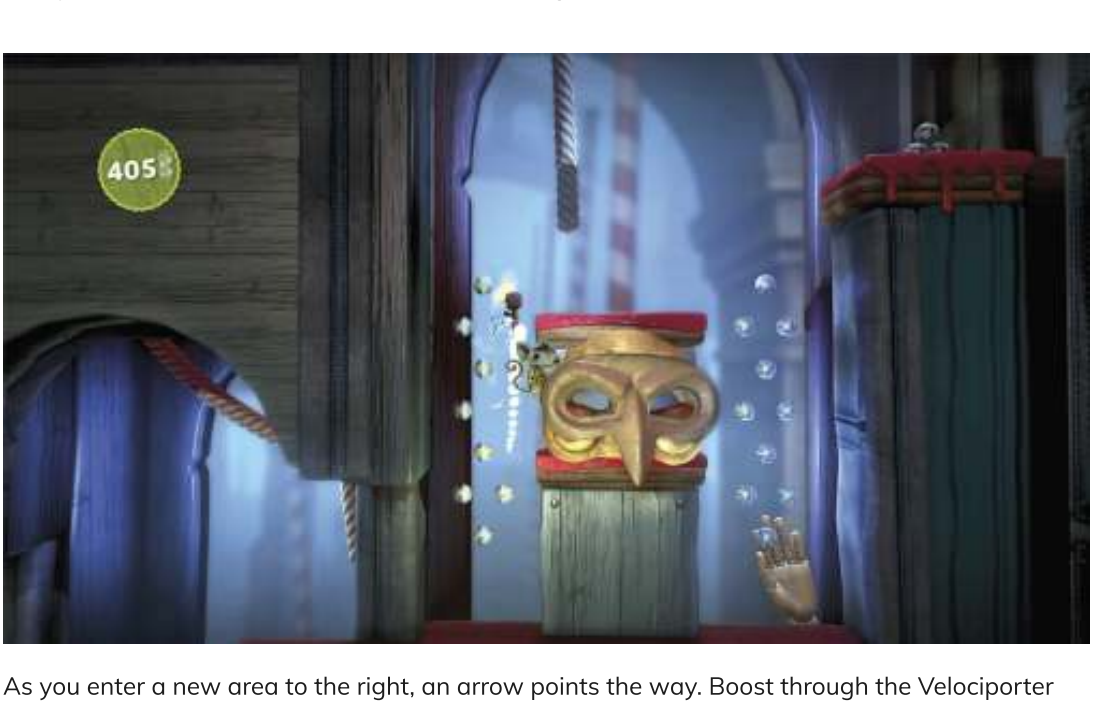
Boost up to the platform, then boost again to reach a set of Layer Launchers to the background.



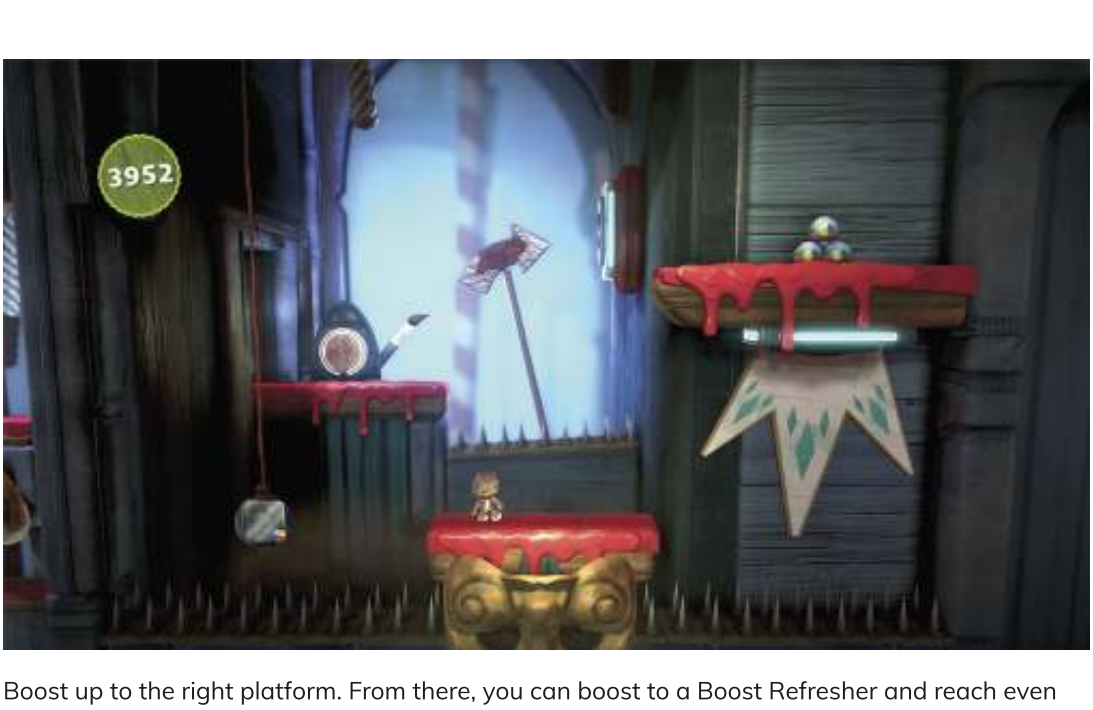
After the next Checkpoint, courageously take the drop down to the spikes. Pop the **Paint Tray Material**, and boost to the right into the Boost Refresher. Its recharge lets you boost to solid ground.



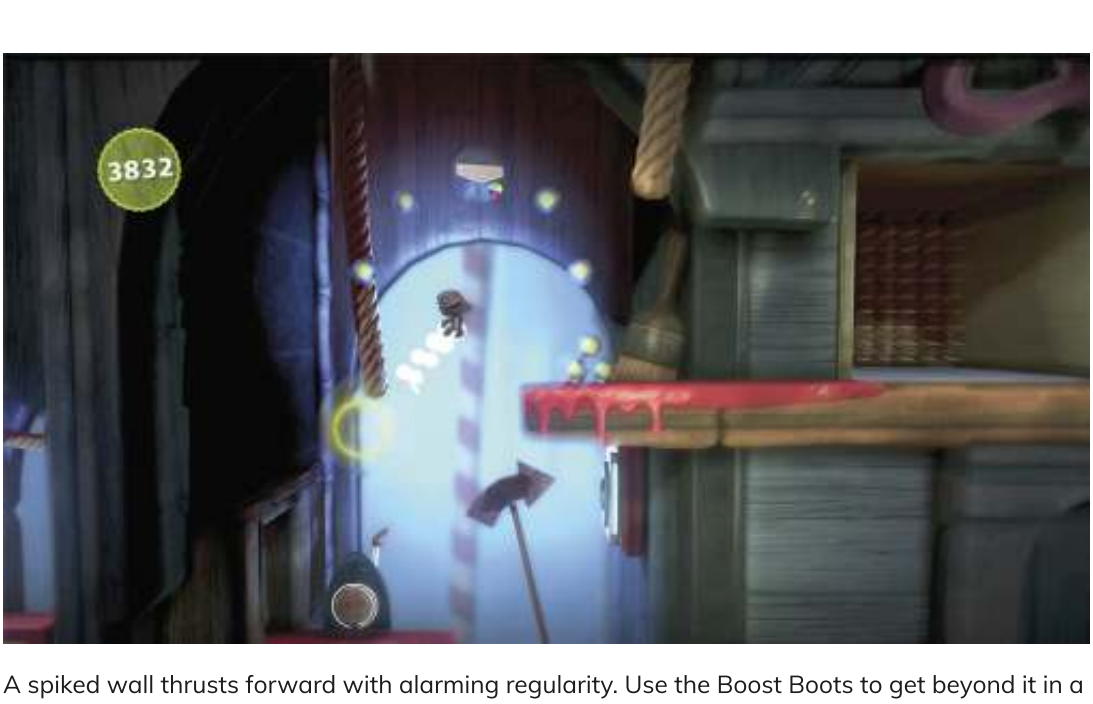
A gold mask rises and falls, threatening to squash your sack person. Boost up to reach it, and then jump out before it closes down. Boost up to get above the problem.



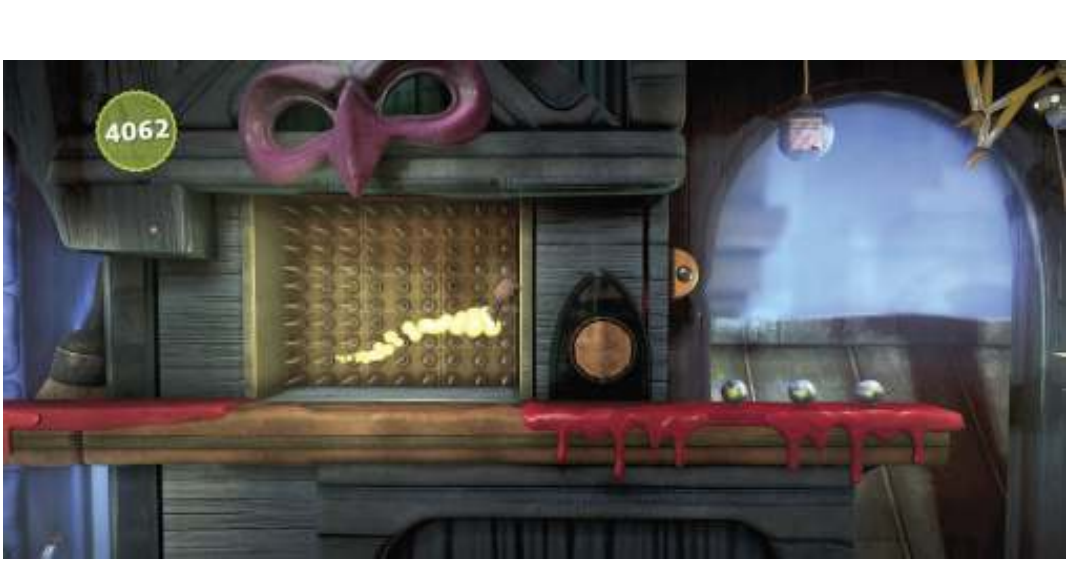
As you enter a new area to the right, an arrow points the way. Boost through the Velociporter when the platform in the foreground is at the far right. Emerging in the foreground, you can skillfully use your Boost Boots to reach the left Prize Bubble containing the **Lacquered Paper Mache Material**.

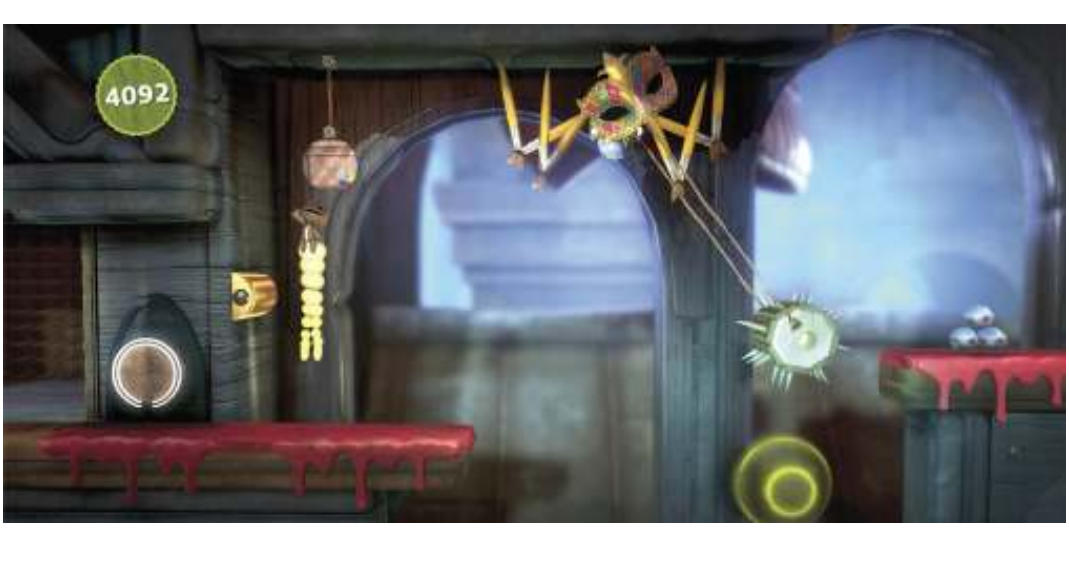


Boost up to the right platform. From there, you can boost to a Boost Refresher and reach even greater heights. Don't pass the Prize Bubble here that has the **Leather Pocket Decoration**.



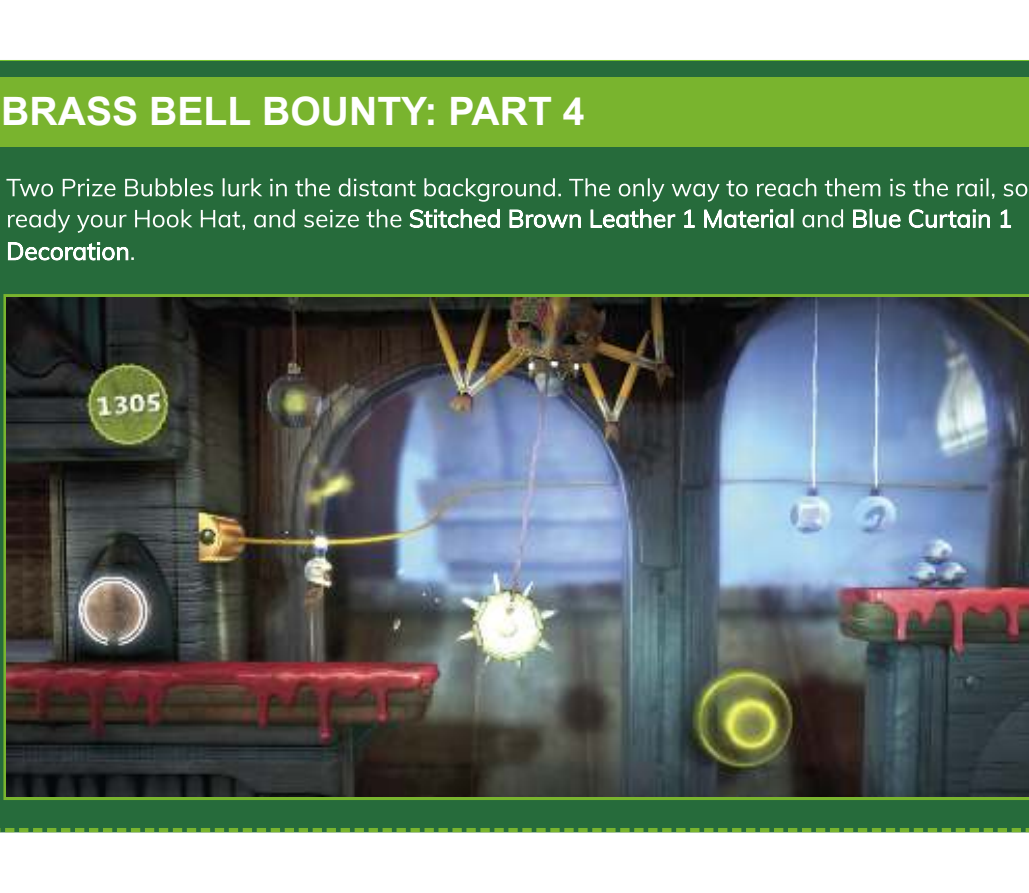
A spiked wall thrusts forward with alarming regularity. Use the Boost Boots to get beyond it in a hurry. A Prize Bubble on the other side that gives you the **Leather Apron Material** awards your hustle.





BRASS BELL BOUNTY: PART 4

Two Prize Bubbles lurk in the distant background. The only way to reach them is the rail, so ready your Hook Hat, and seize the **Stitched Brown Leather 1 Material** and **Blue Curtain 1 Decoration**.

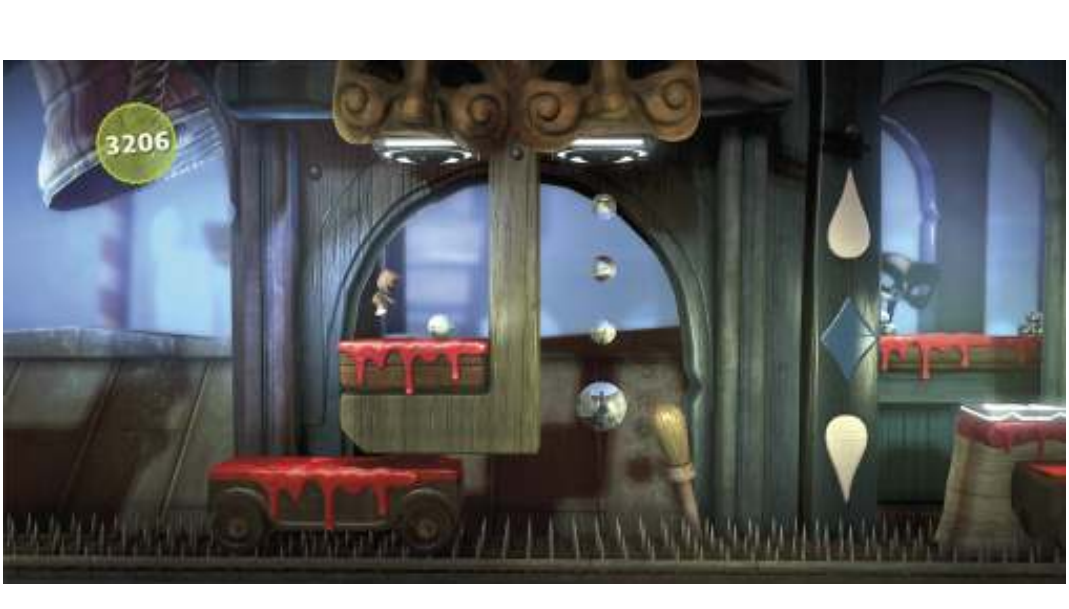


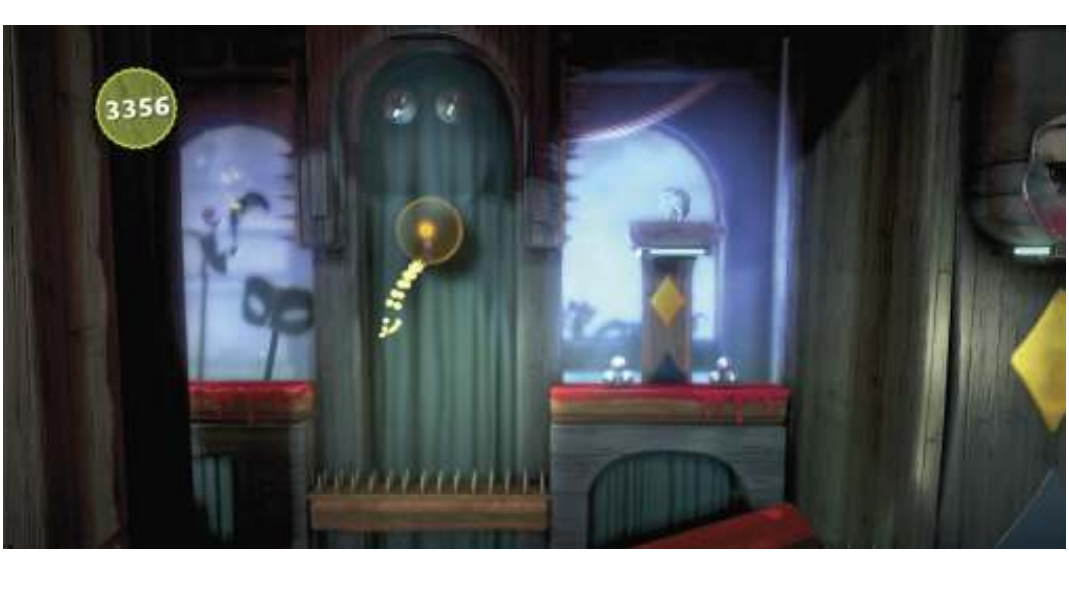
Wax and Wane

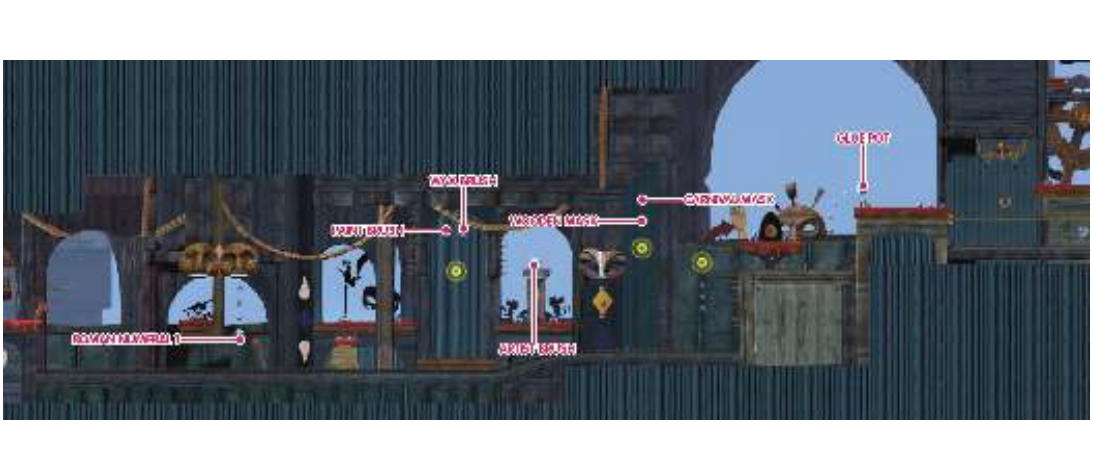
There's no shortage of spikes ahead. To make it through, catch a ride on the wheeled platforms rolling through the stage. A barrier ahead threatens to sweep your sack person off. Get on top of it, and use the ceiling-mounted Velociporters to come out on the other side, falling through the **Roman Numeral 1 Sticker** in its Prize Bubble.

Hop up on Layer Launchers to the background, and continue right. Use the Boost Refresher there to reach two Prize Bubbles high up and claim their **Paint Brush Decoration** and **Wax Brush Decoration**.

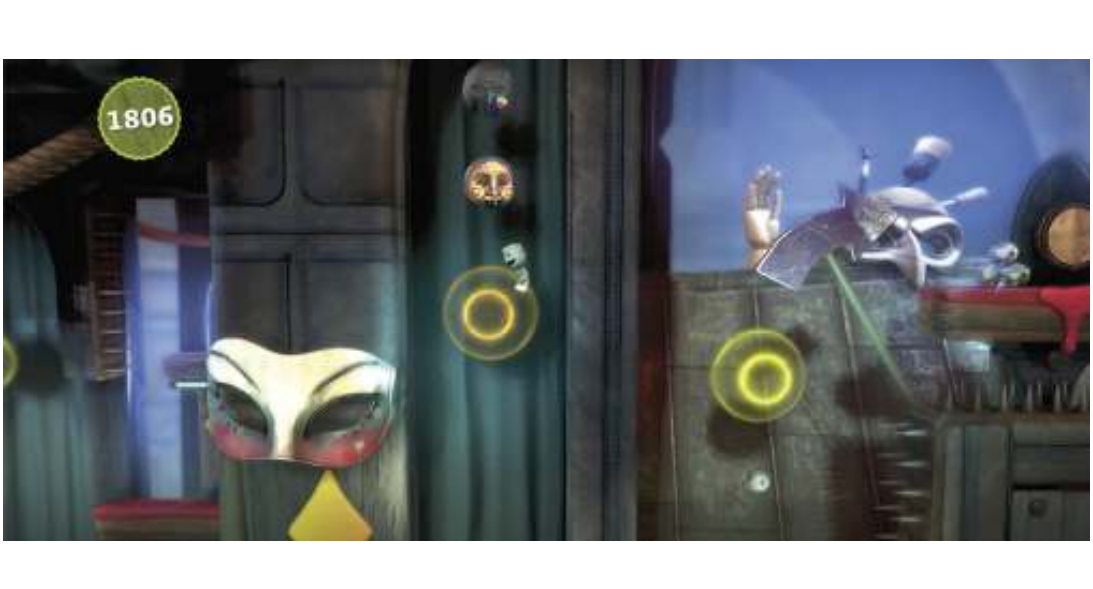
Boost atop the Velociporter to burst the **Artist Brush Decoration** Prize Bubble before traveling through it.



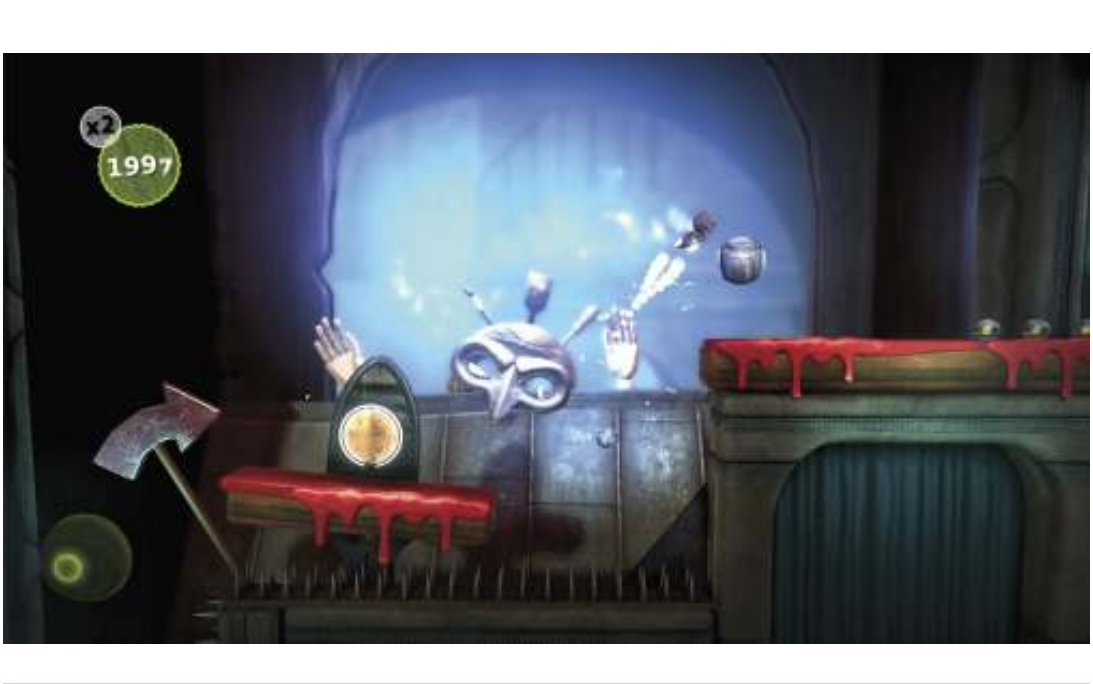




Landing atop the familiar wax-covered conveyances, keep riding to the right. Fly between the Boost Refreshers you encounter, reaching the two Prize Bubbles holding the **Wooden Mask Decoration** and **Carnival Mask Decoration**.

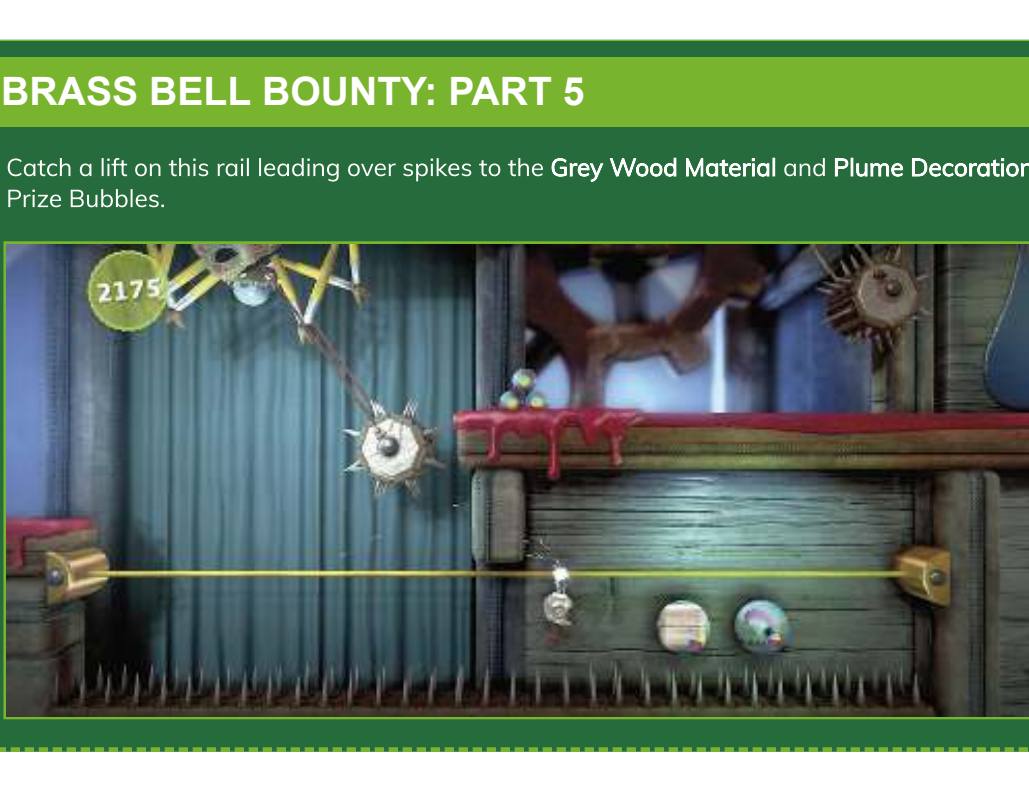


Arriving on an unsteady platform to the right, a Prize Bubble showing off the **Glue Pot Object** clearly indicates the way forward.

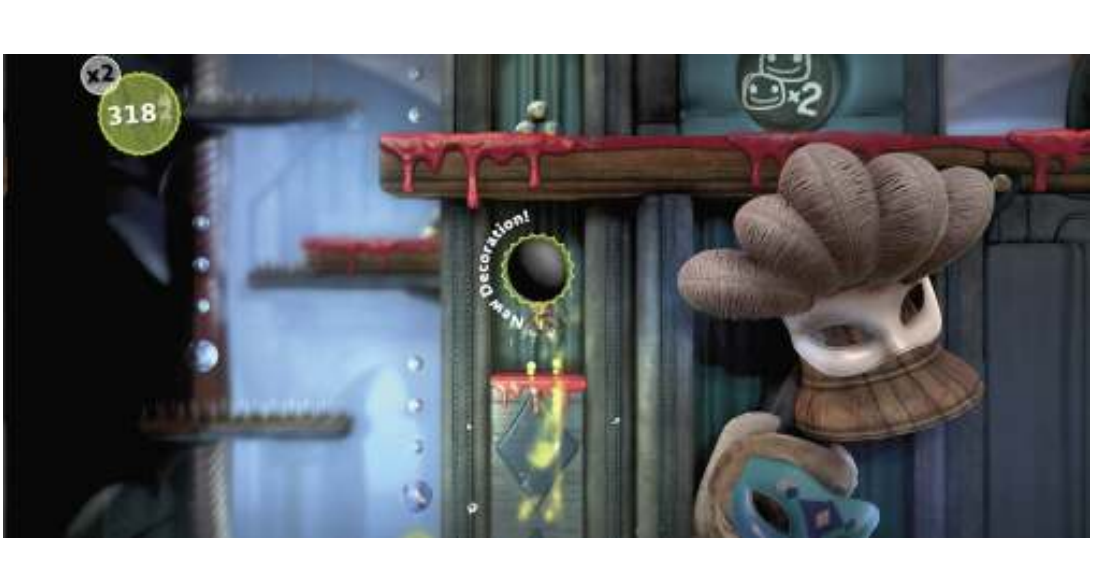


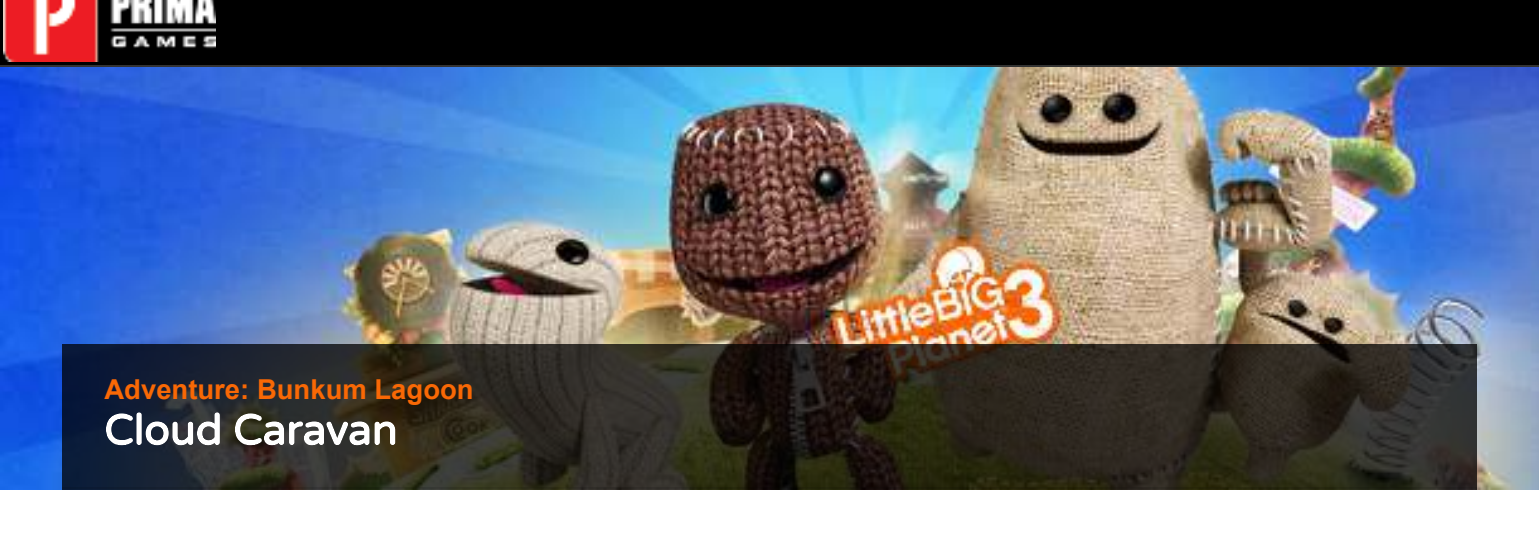
BRASS BELL BOUNTY: PART 5

Catch a lift on this rail leading over spikes to the **Grey Wood Material** and **Plume Decoration** Prize Bubbles.



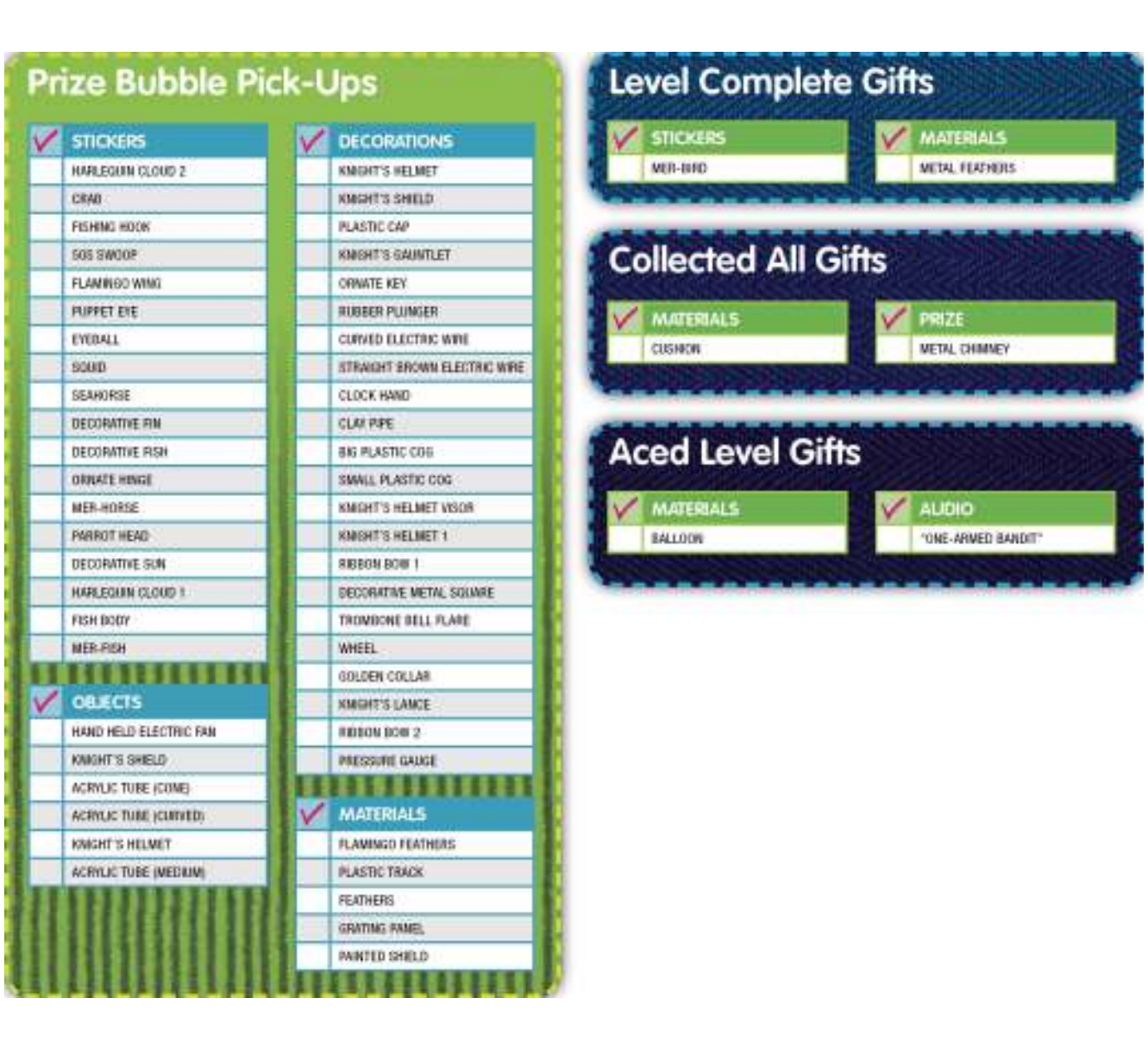
You're getting closer to the massive bell that tops the Masque Maker's Tower. Boost up through the Prize Bubble atop the red wax and claim its **Nail Head Decoration**. Head left to the next Checkpoint.





Adventure: Bunkum Lagoon

Cloud Caravan



Prize Bubble Pick-Ups

✓ STICKERS
HARLEQUIN CLOUD 2
CRAB
FISHING HOOK
SOS SWOOP
FLAMINGO WING
PUPPET EYE
EYEBALL
SQUID
SEAHORSE
DECORATIVE FIN
DECORATIVE FISH
ORNATE HINGE
MER-HORSE
PARROT HEAD
DECORATIVE SUN
HARLEQUIN CLOUD 1
FISH BODY
MER-FISH

✓ OBJECTS
HAND HELD ELECTRIC FAN
KNIGHT'S SHIELD
ACRYLIC TUBE (CONE)
ACRYLIC TUBE (CURVED)
KNIGHT'S HELMET
ACRYLIC TUBE (MEDIUM)

✓ DECORATIONS
KNIGHT'S HELMET
KNIGHT'S SHIELD
PLASTIC CAP
KNIGHT'S GAUNTLET
ORNATE KEY
RUBBER PLUNGER
CURVED ELECTRIC WIRE
STRAIGHT BROWN ELECTRIC WIRE
CLOCK HAND
CLAY PIPE
BIG PLASTIC COG
SMALL PLASTIC COG
KNIGHT'S HELMET VISOR
KNIGHT'S HELMET 1
RIBBON BOW 1
DECORATIVE METAL SQUARE
TROMBONE BELL FLARE
WHEEL
GOLDEN COLLAR
KNIGHT'S LANCE
RIBBON BOW 2
PRESSURE GAUGE

✓ MATERIALS
FLAMINGO FEATHERS
PLASTIC TRACK
FEATHERS
GRATING PANEL
PAINTED SHIELD

Level Complete Gifts

✓ STICKERS	✓ MATERIALS
MER-BIRD	METAL FEATHERS

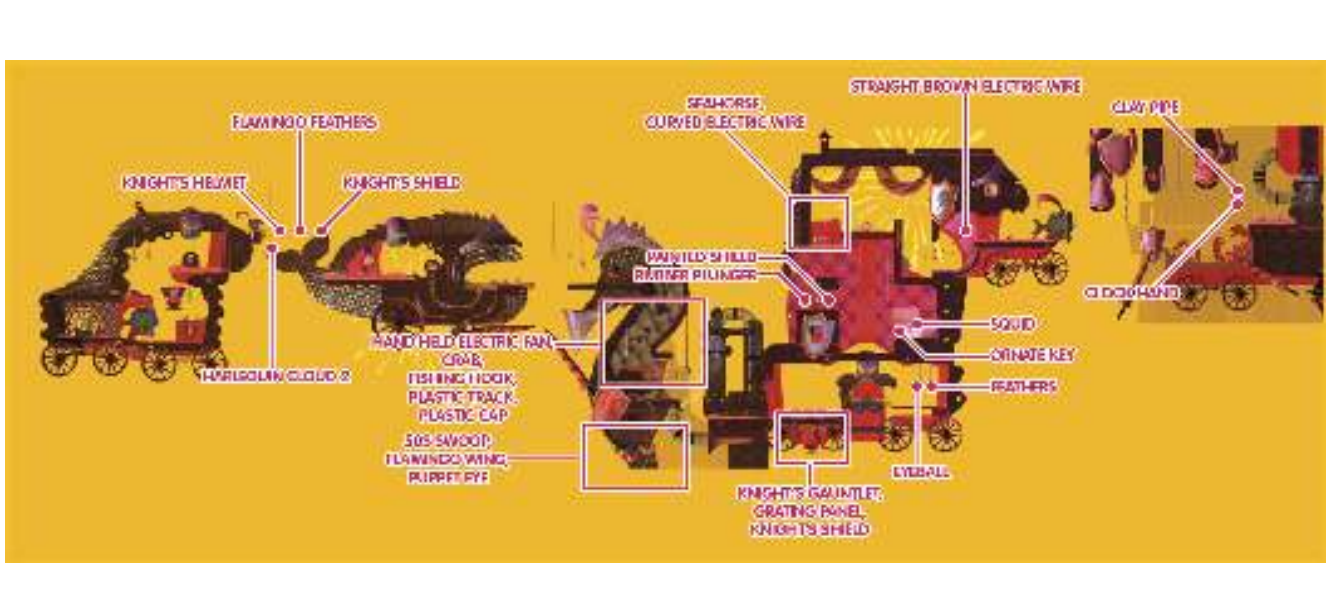
Collected All Gifts

✓ MATERIALS	✓ PRIZE
CUSHION	METAL CHIMNEY

Aced Level Gifts

✓ MATERIALS	✓ AUDIO
BALLOON	"ONE-ARMED BANDIT"

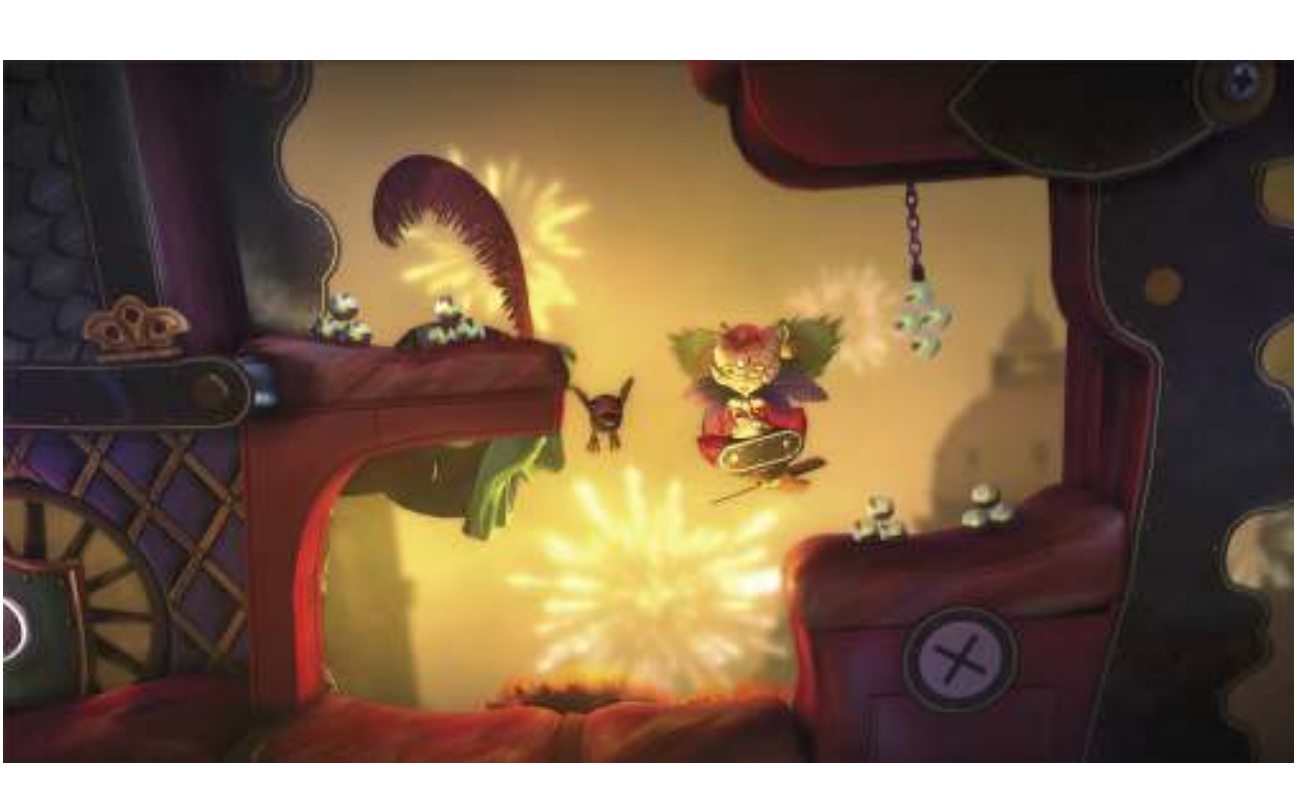
As Pinky and your heroes make their way through the skies, Newton suddenly attacks and sends your sack person falling to an otherwise certain doom. Fortunately, Swoop arrives in the nick of time to save the day (and your sack person). Swoop has soared back into the lives of Bunkum's residents, and not a moment too soon. Swoop needs to give Newton the slip, and then our heroes can mount their plan to save Bunkum!

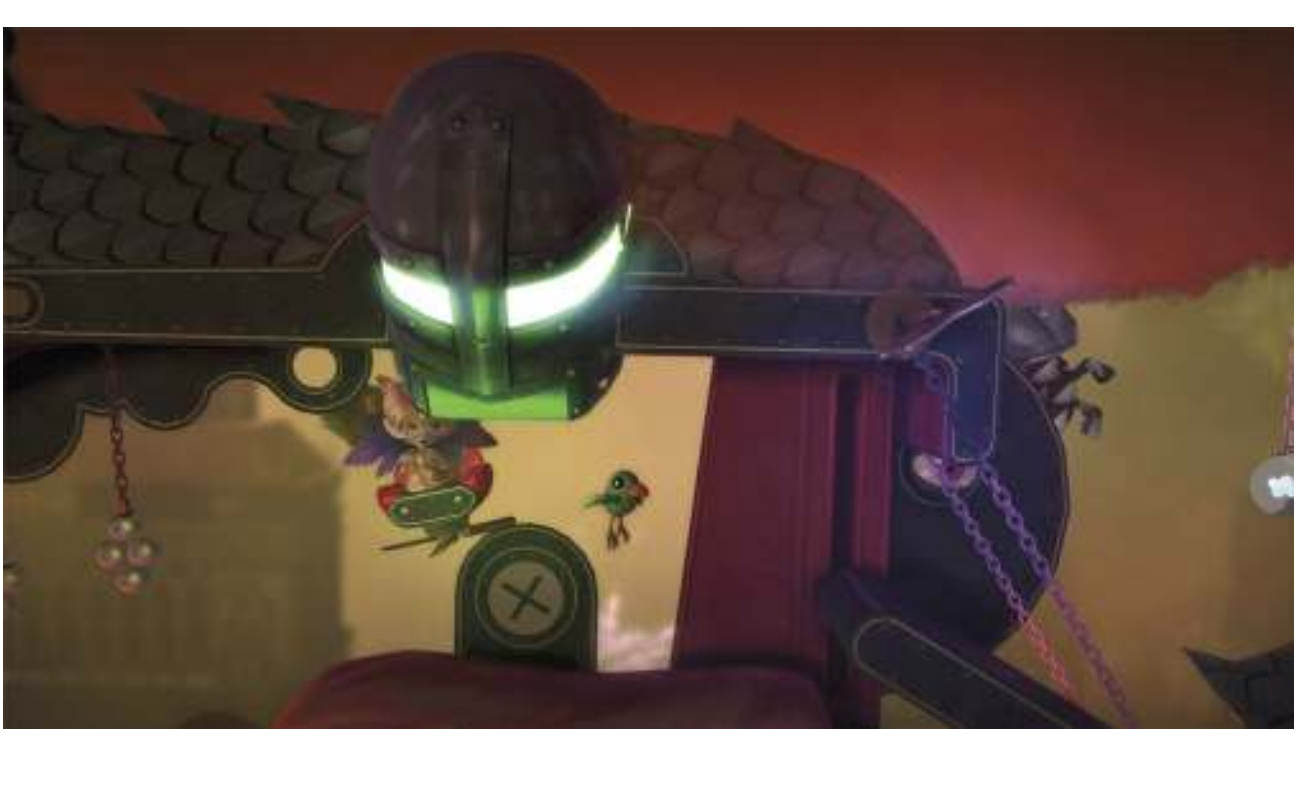


FAIR TRADE FLIGHTS

Unflappable Courage

Spread Swoop's wings, and get ready to soar. Press ⊗ to flap Swoop's wings and rise higher. Fly up into the green ceiling button to access the rest of the convoy.

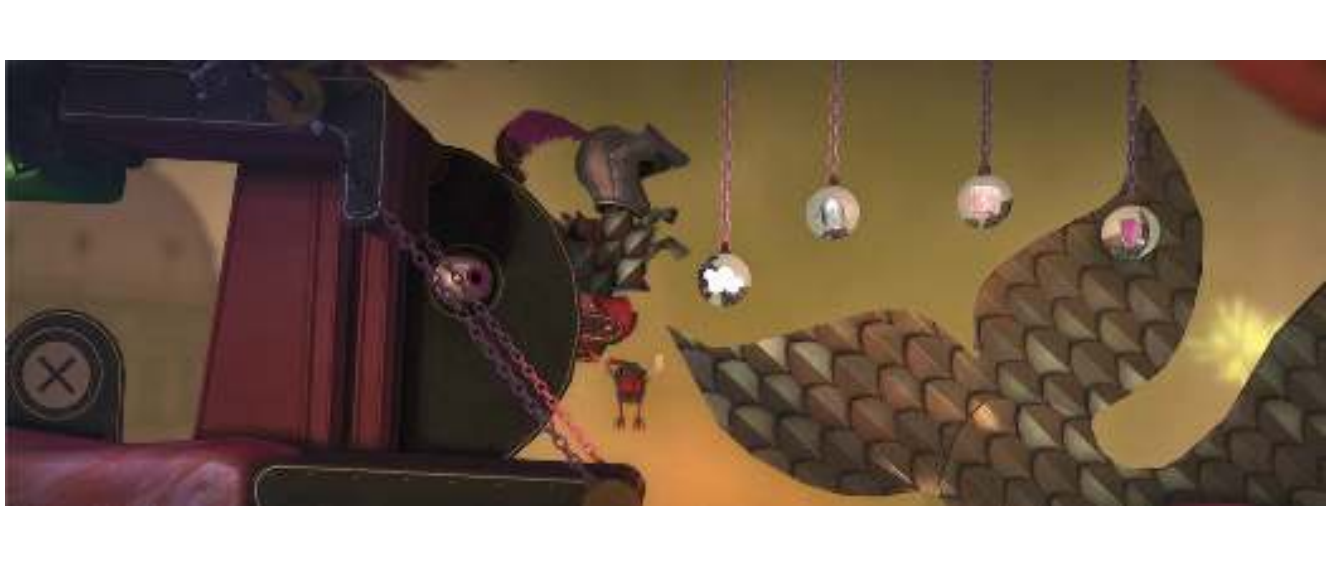




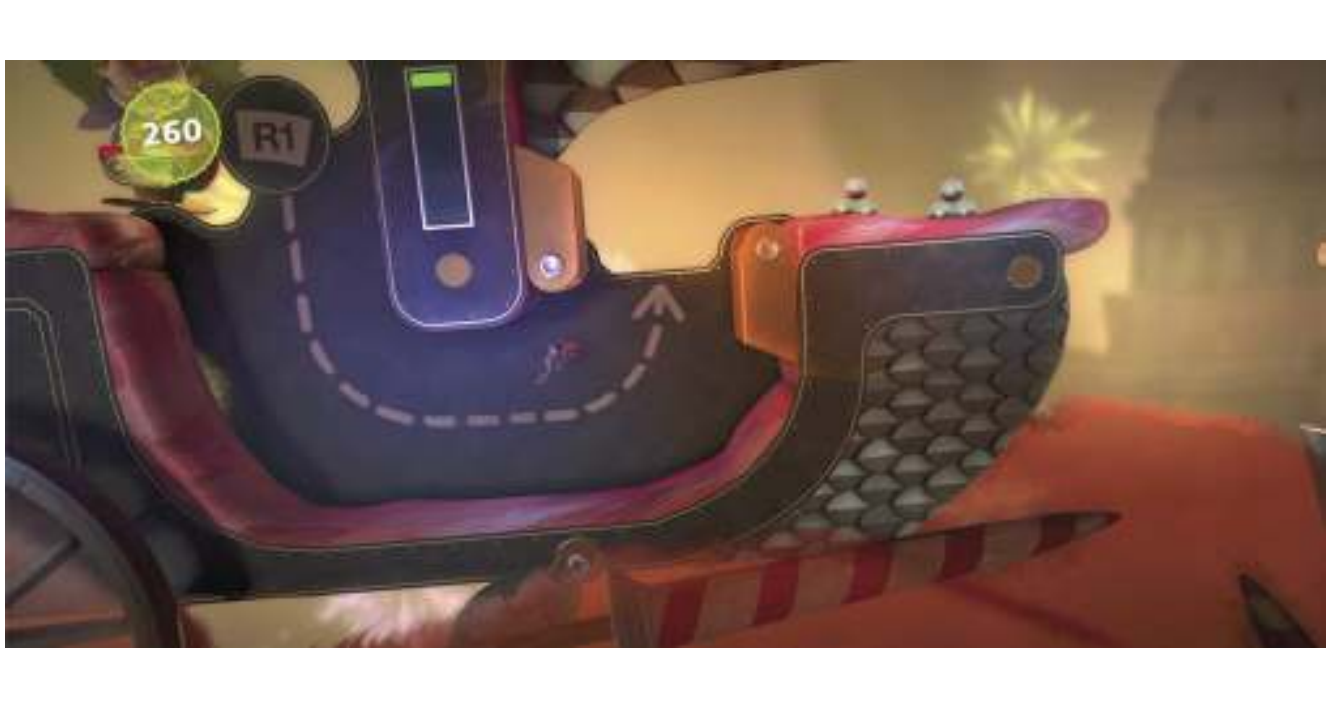
No Fear Of Falling

The stupendous height of this cloud caravan means that Swoop is in his element. It's impossible for Swoop to fall down any pits here.

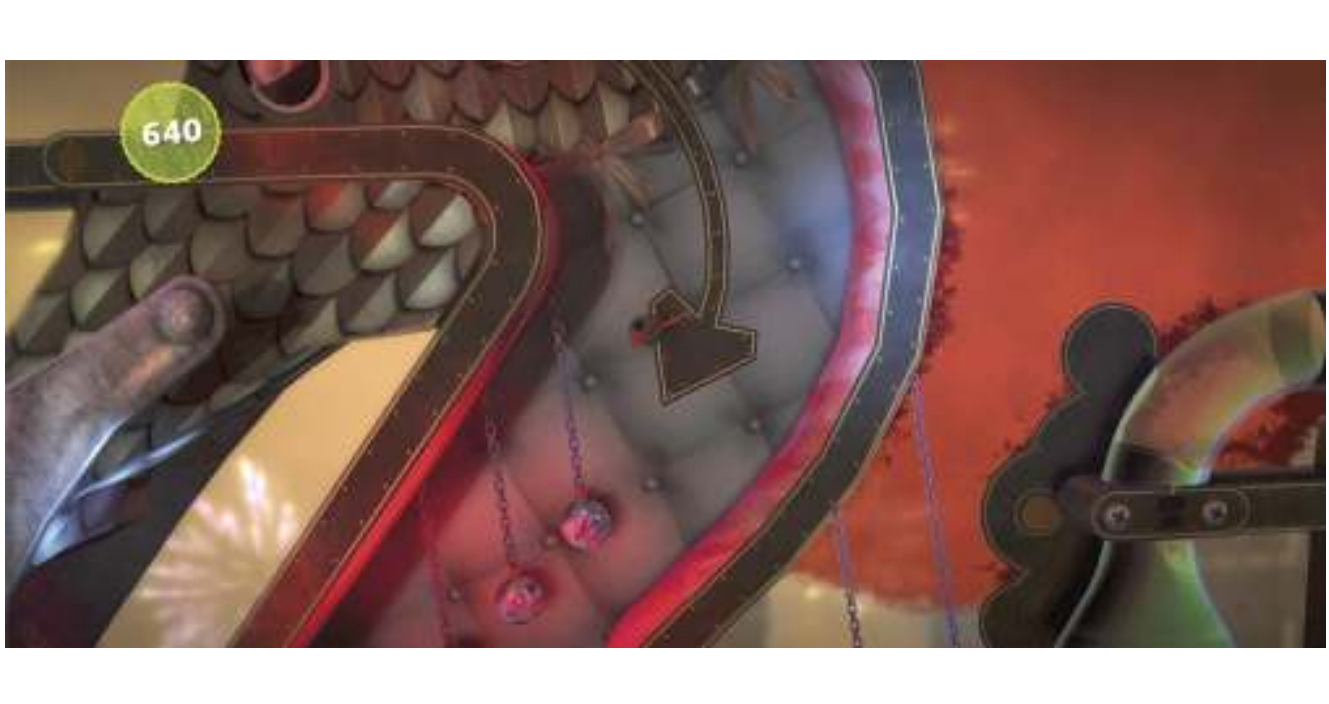
Bobbing merrily just ahead are the **Harlequin Cloud 2 Sticker**, **Knight's Helmet Decoration**, **Flamingo Feathers Material**, and **Knight's Shield Decoration**.



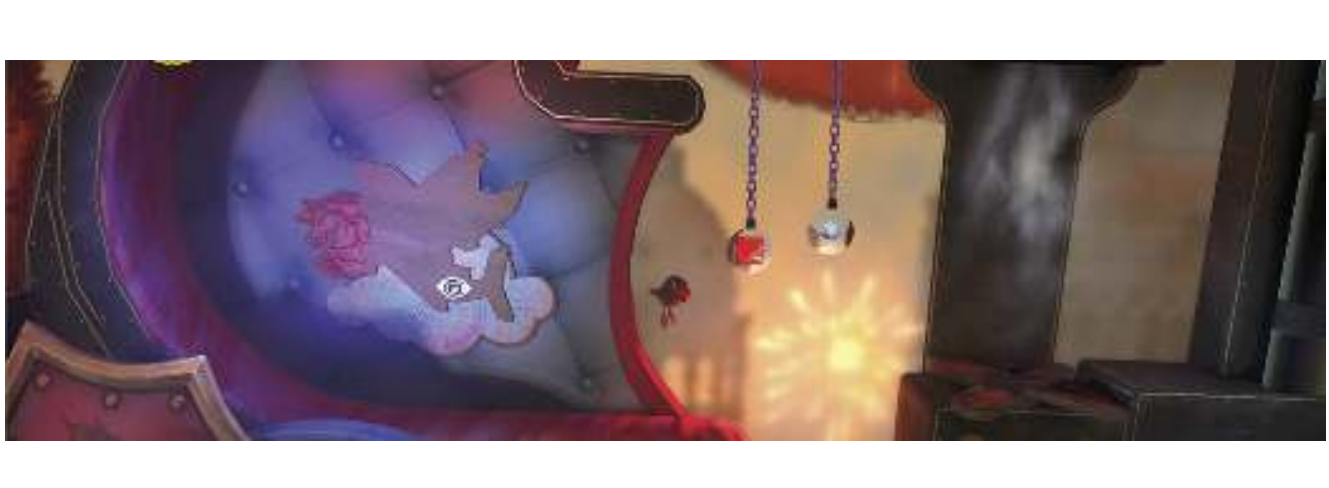
Hit the next green button to temporarily open up the passage ahead. A meter counts down your time before it closes off again. Hold R1 to fly speedily, and guide Swoop through with the left stick before time runs out.



Keep flying to the right, and try swooping around some tight corners ahead. Pop all three Prize Bubbles in a row here to quickly add the **Hand Held Electric Fan Object**, **Crab Sticker**, and **Fishing Hook Sticker** to the Popit.

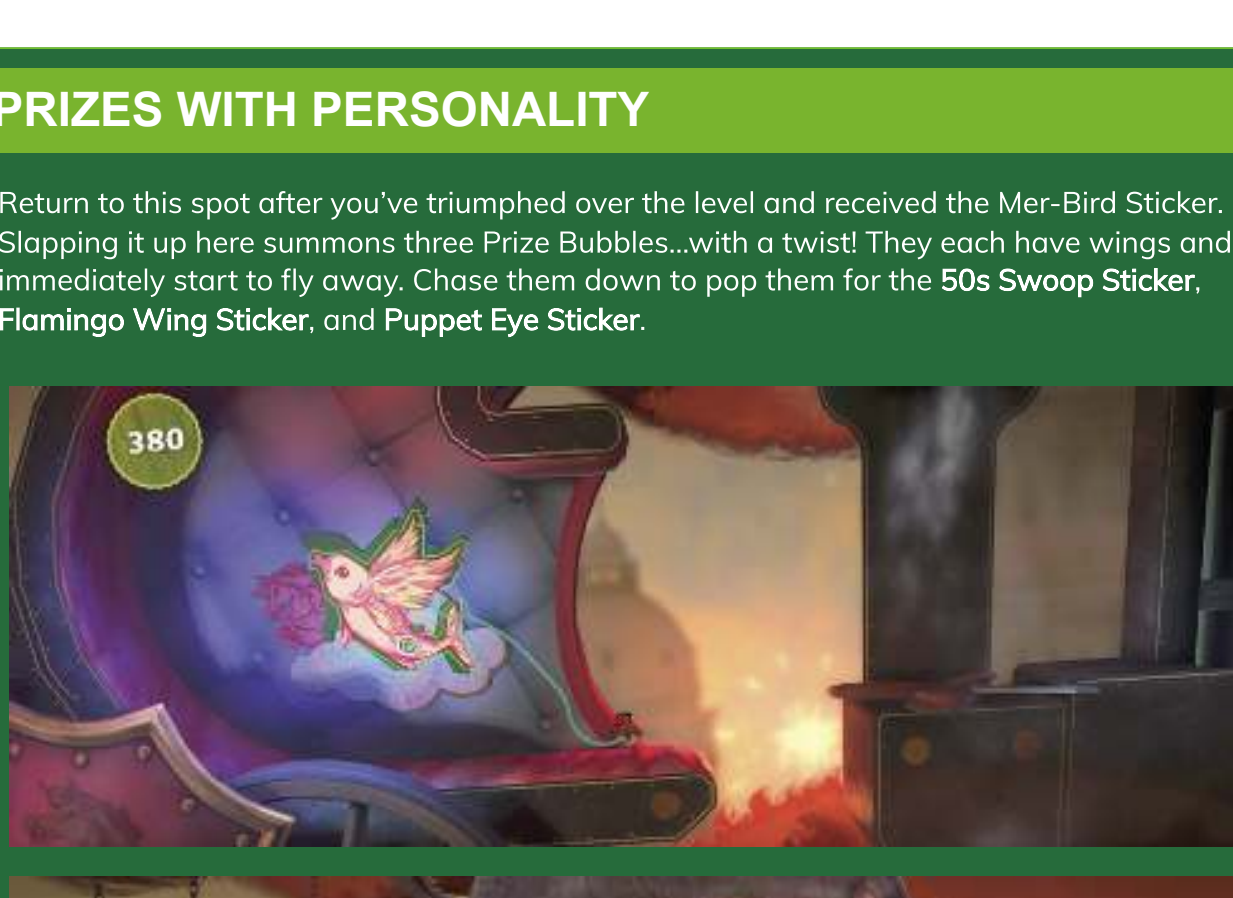


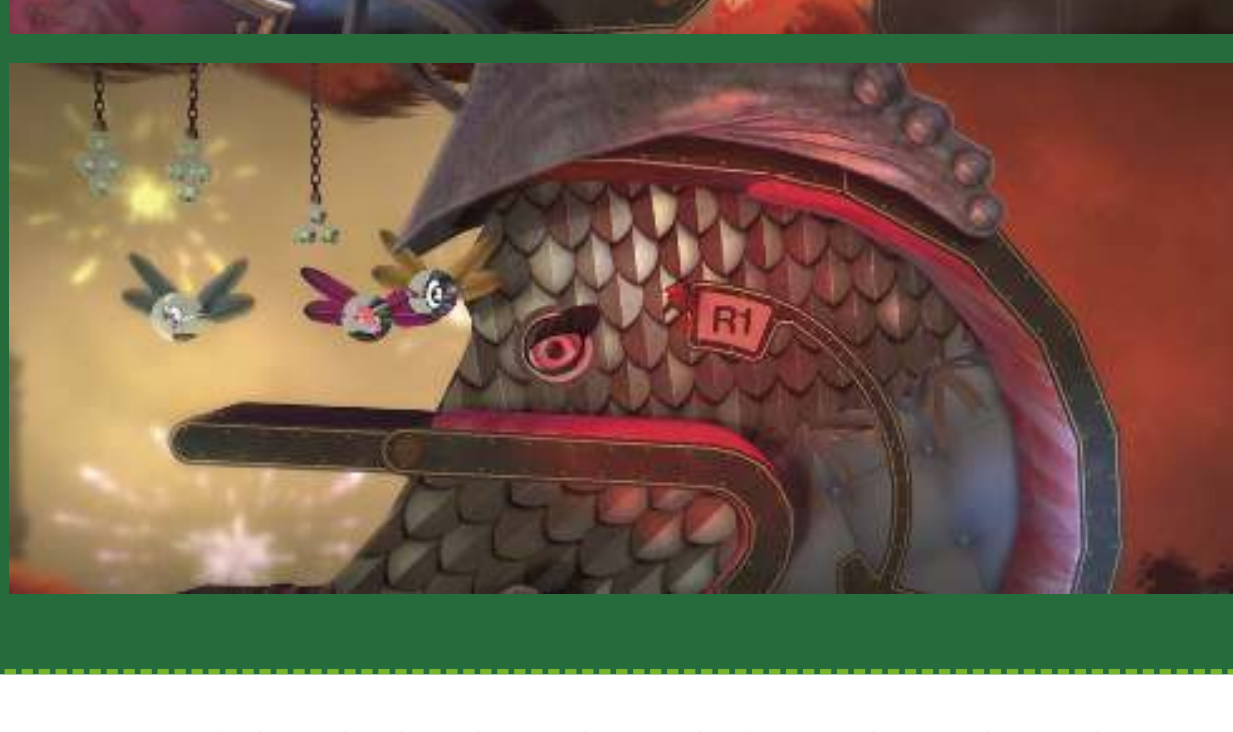
Things open back up again, and two Prize Bubbles await. Pop them without any trouble to seize the **Plastic Track Material** and **Plastic Cap Decoration**.



PRIZES WITH PERSONALITY

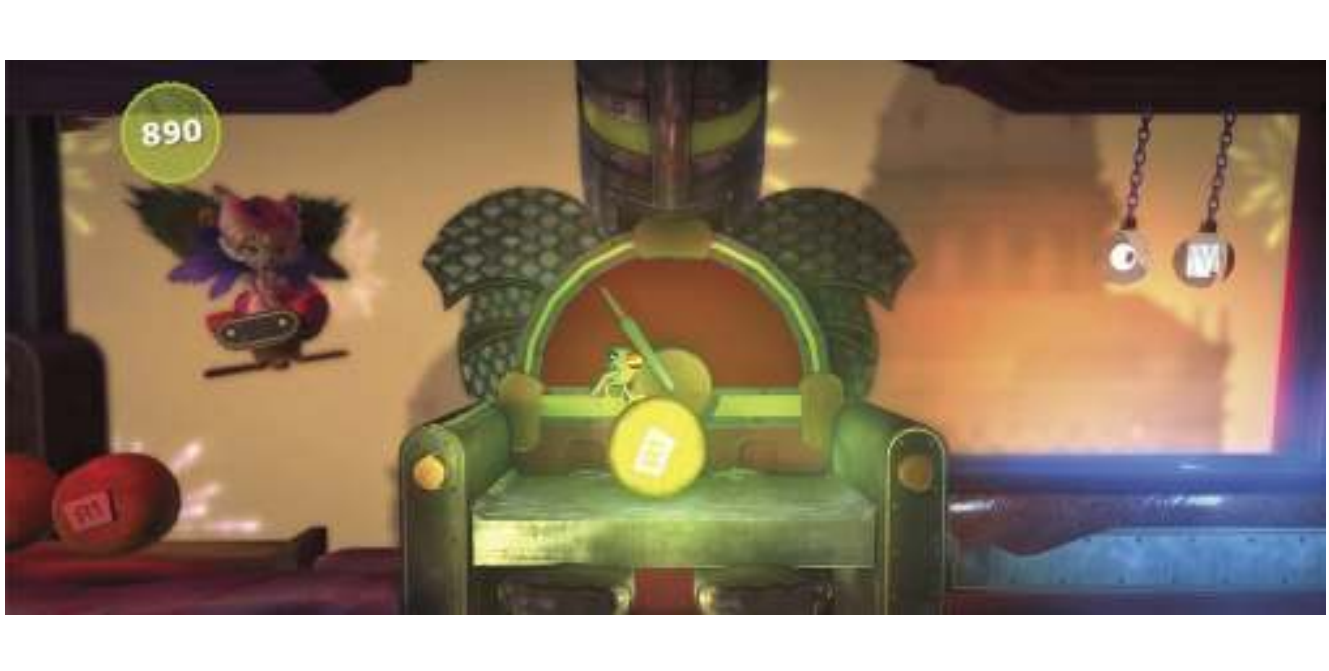
Return to this spot after you've triumphed over the level and received the Mer-Bird Sticker. Slapping it up here summons three Prize Bubbles...with a twist! They each have wings and immediately start to fly away. Chase them down to pop them for the **50s Swoop Sticker**, **Flamingo Wing Sticker**, and **Puppet Eye Sticker**.



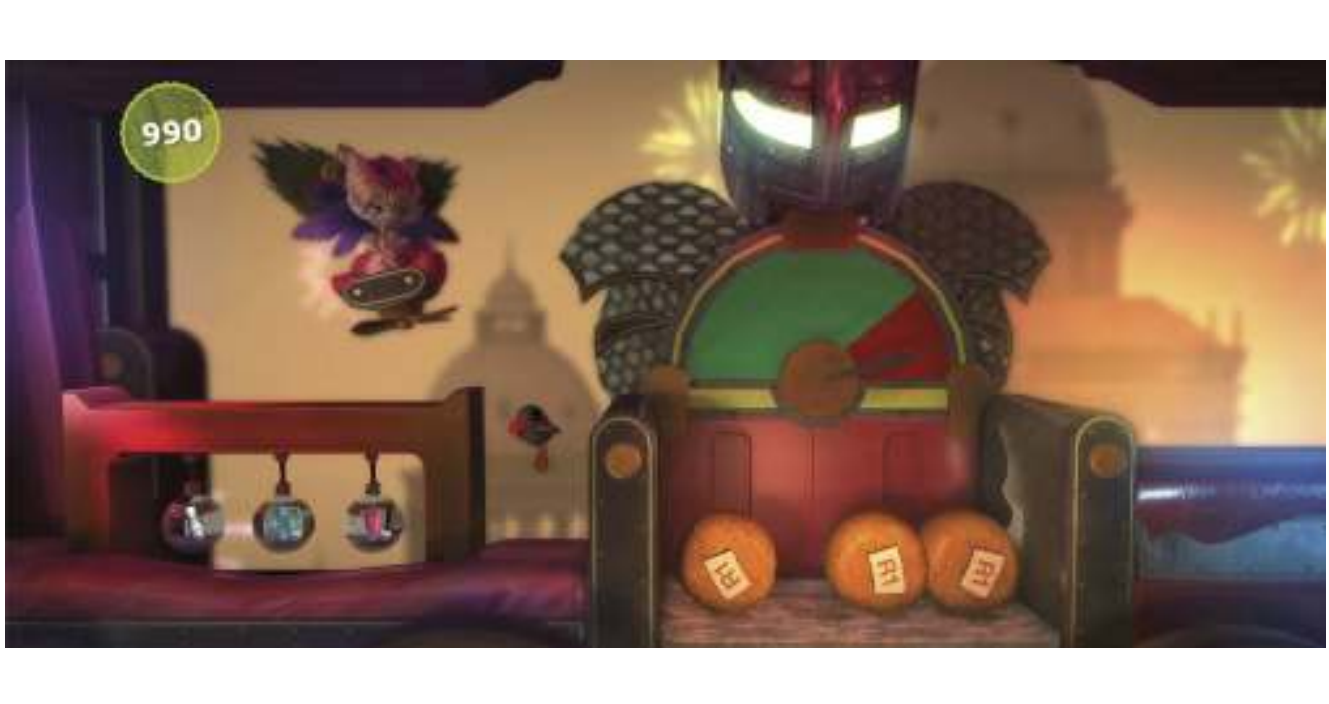


Let Swoop get sucked into the clear plastic tubing and subsequently tossed out in the foreground.

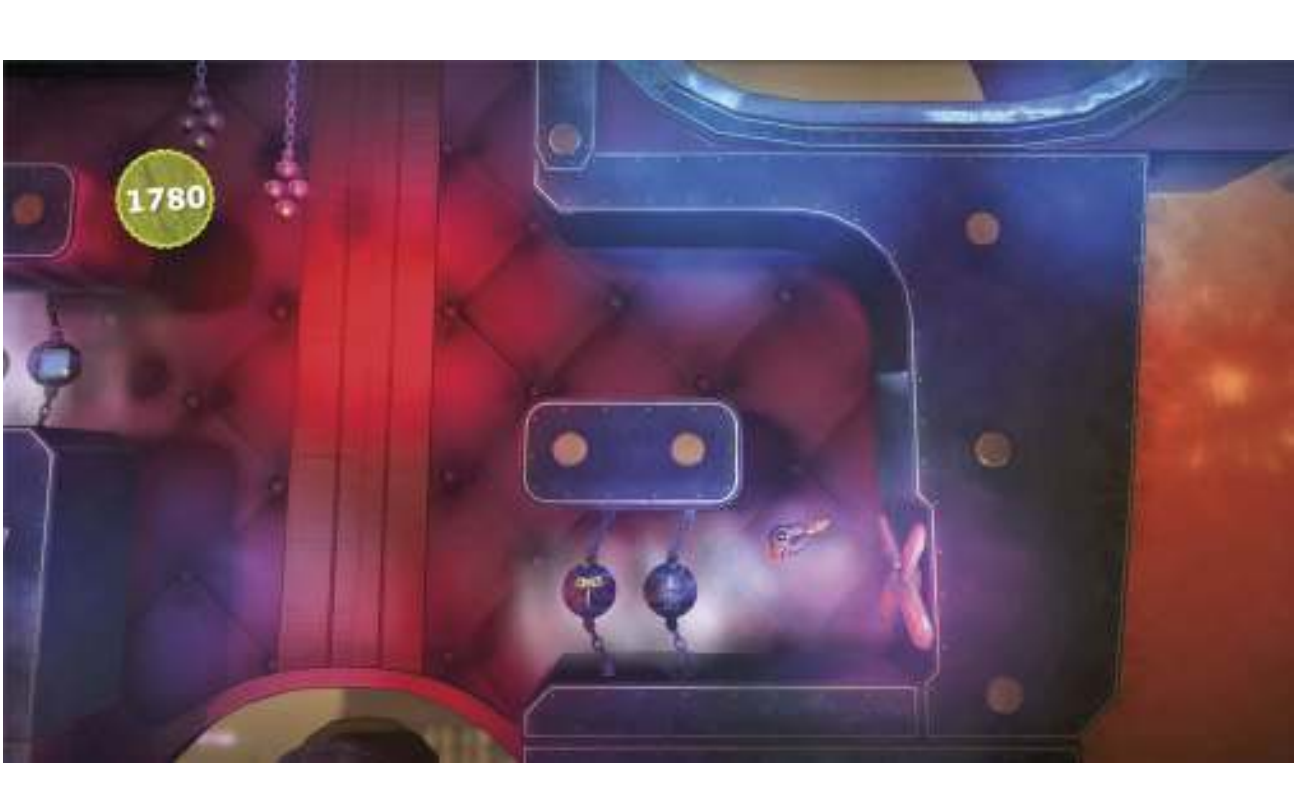
The way forward is blocked until the guardian's scale is weighed down. Pick up the three yellow sponges, and place them in the center of the room. Don't overlook the two Prize Bubbles in the upper-right corner; they share the **Eyeball Sticker** and **Feathers Material** with you.

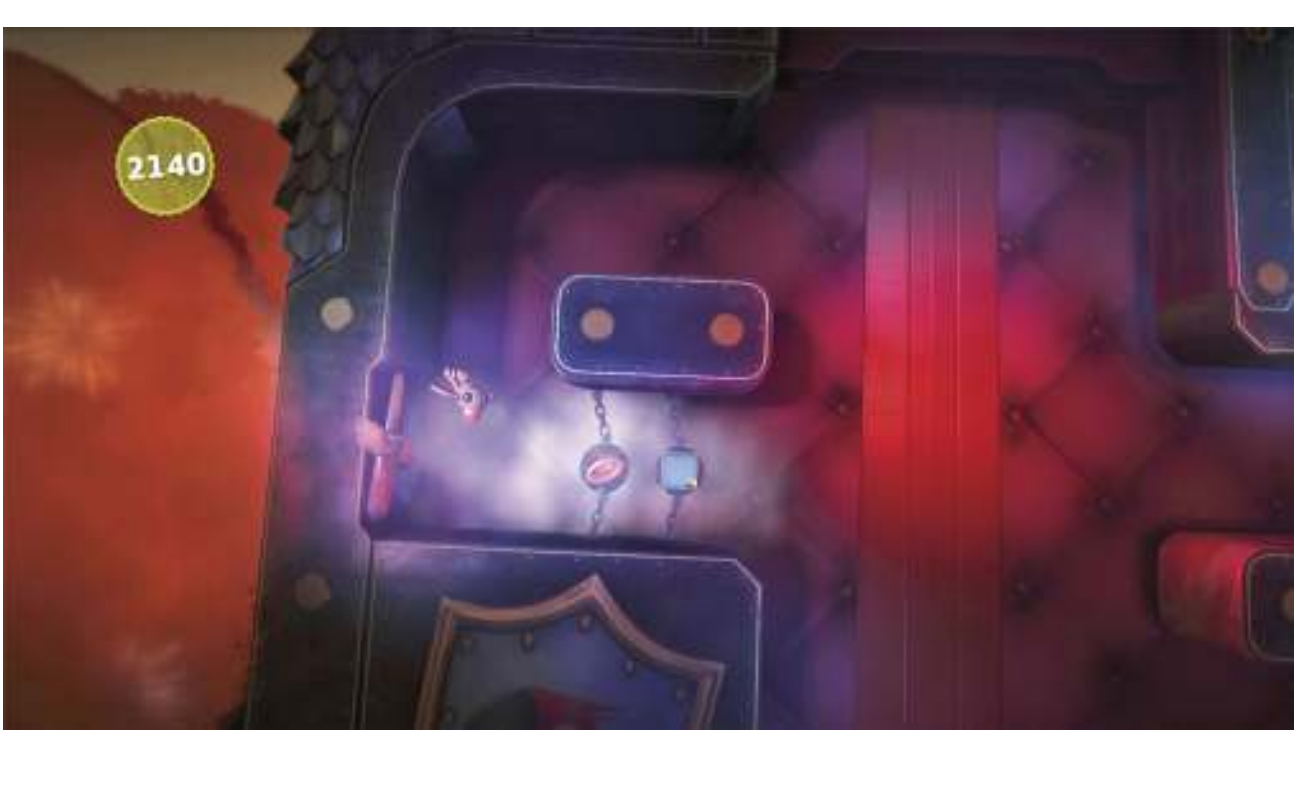


Once you have removed all the sponges from their starting areas, the lack of weight reveals three more Prize Bubbles. Pop them all for the **Knight's Gauntlet Decoration**, **Grating Panel Material**, and **Knight's Shield Object**.

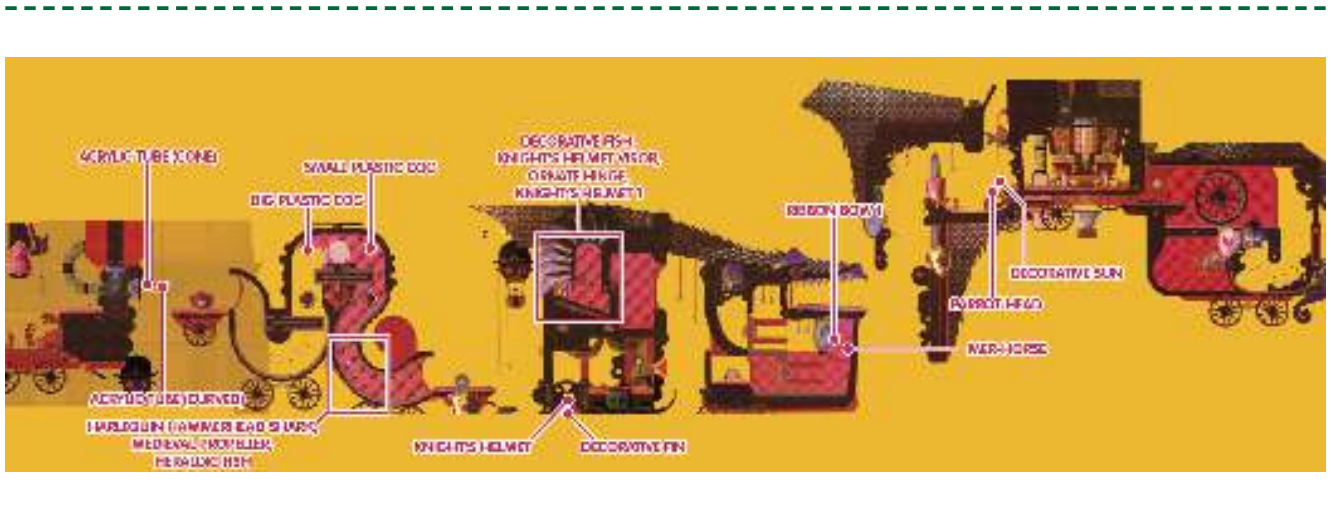


Swoop can now ascend past the helmeted sentry. There are two pairs of Prize Bubbles here. Because of the strength of the fans here, Swoop must approach each pair from above. They all add up to give the **Squid Sticker**, **Ornate Key Decoration**, **Rubber Plunger Decoration**, and **Painted Shield Material**.

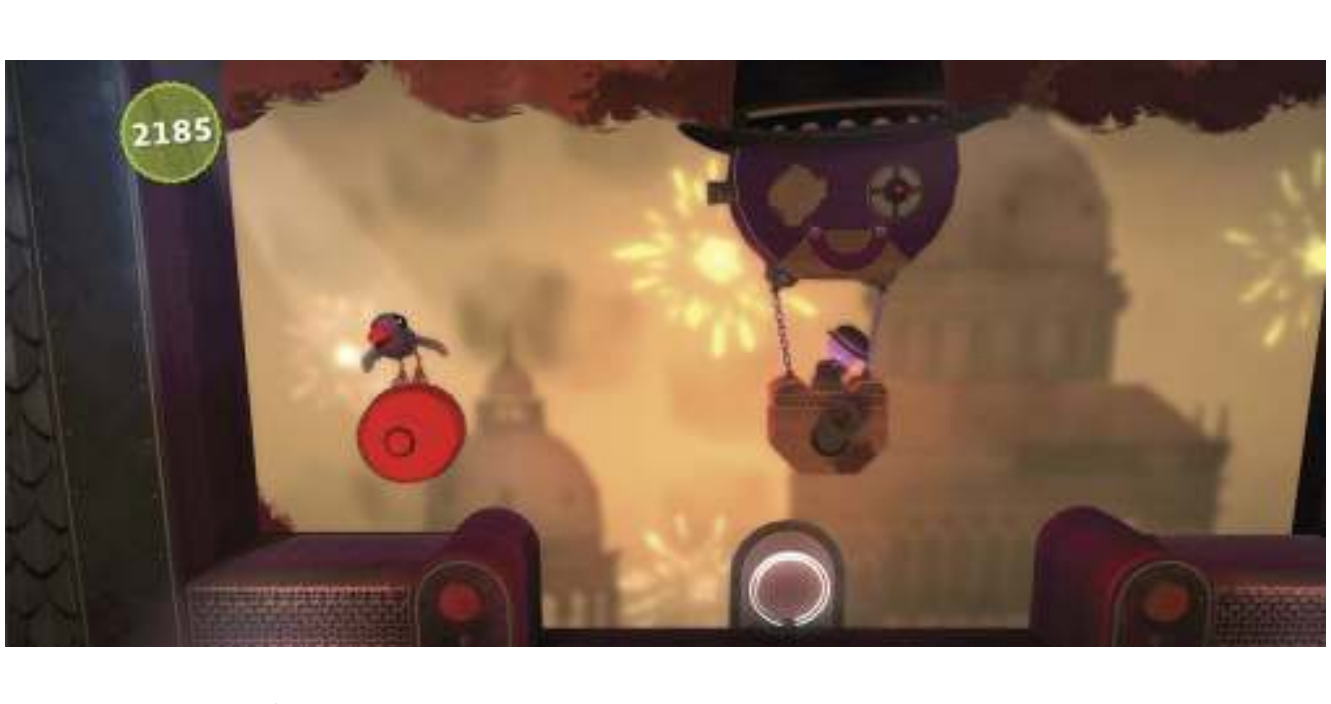




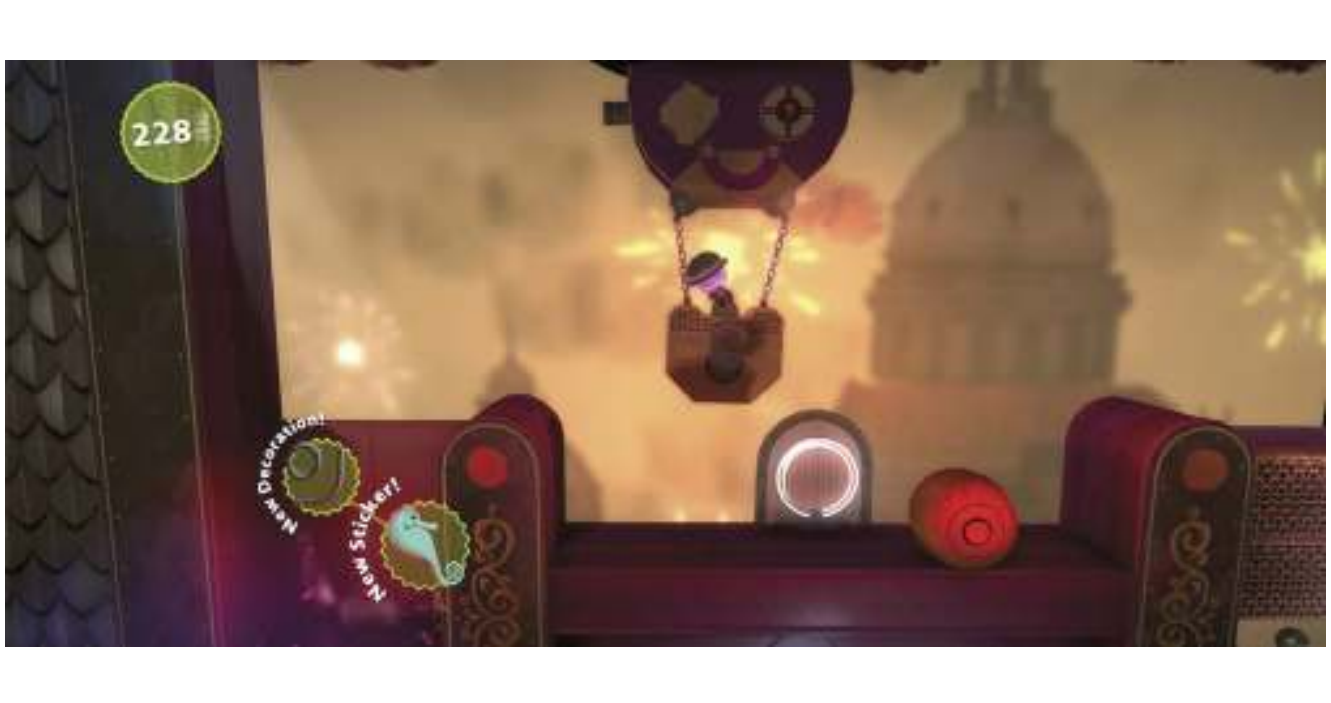
Newton's Nagging



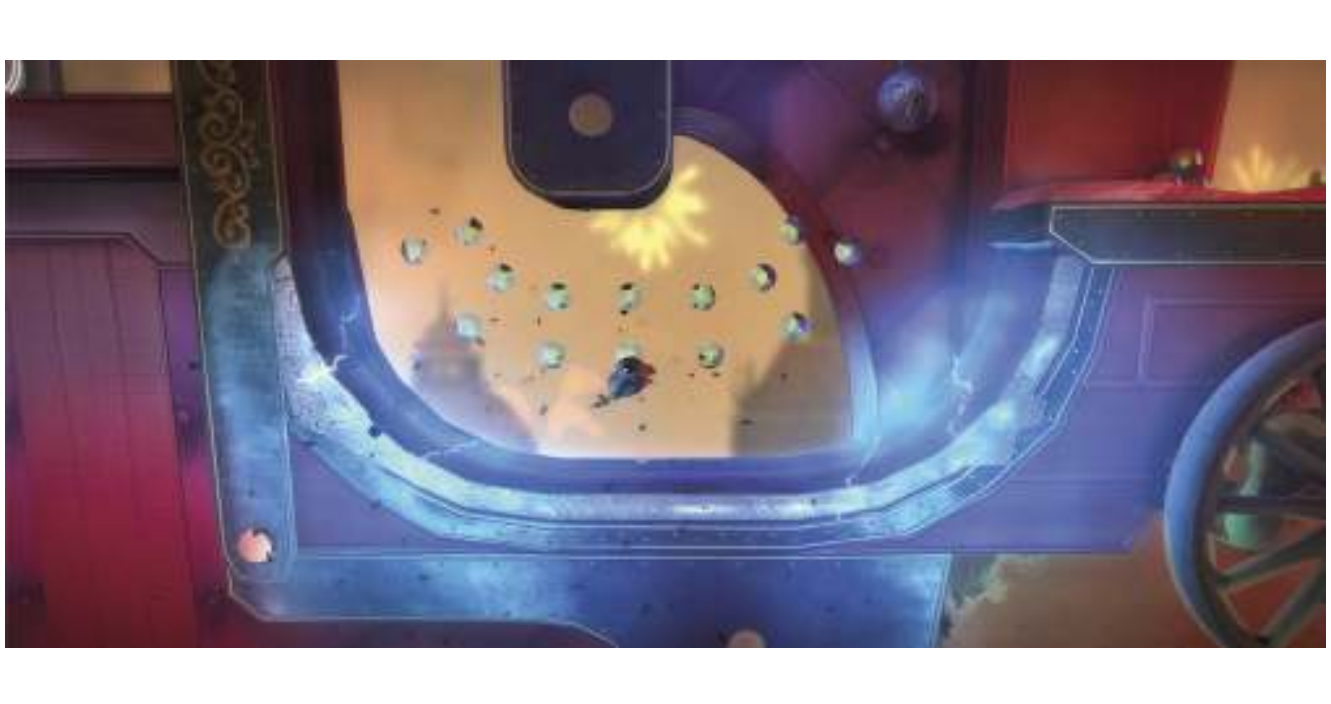
As Swoop flies even higher, Newton confronts him directly. Seeking to prevent the reuniting of our heroes, Newton launches explosives straight at the aerial ace. Grab them, and place them on top of the cardboard to the left and right.



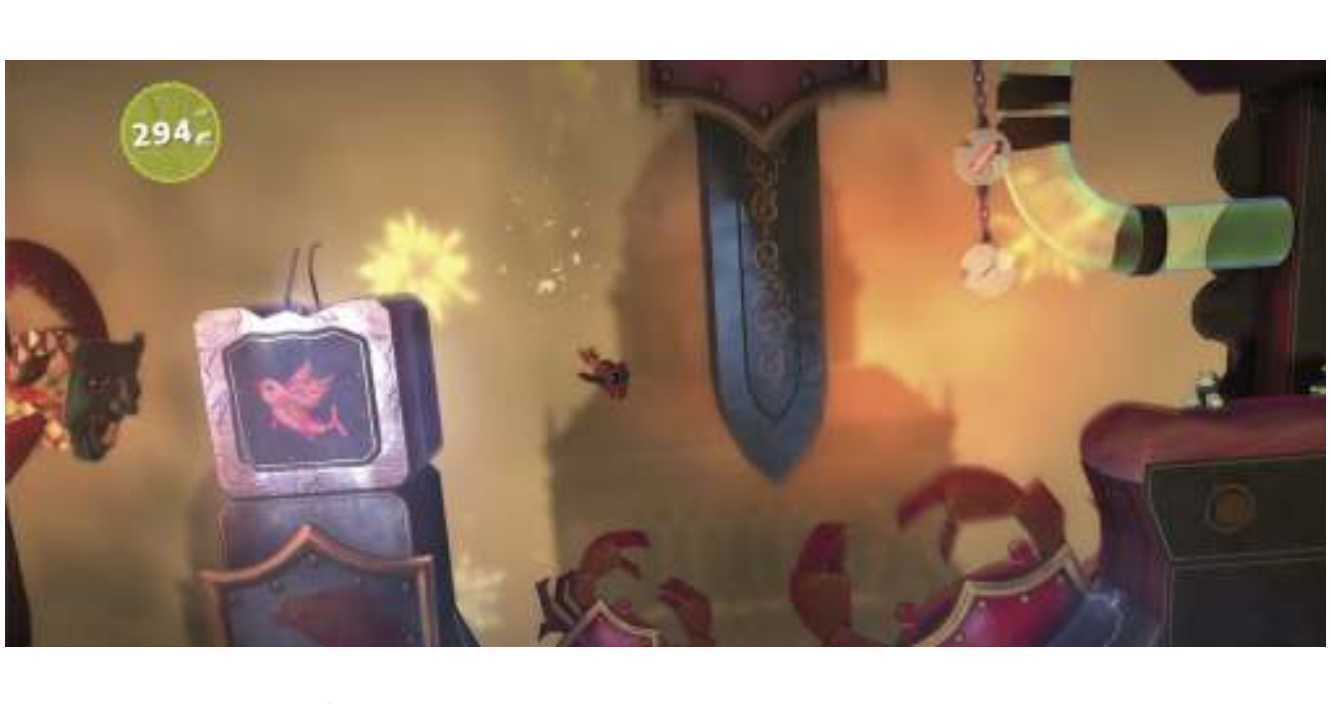
When the red light flashes rapidly and the explosive detonates, the cardboard is instantly vaporized. The lower-left area is home to the Prize Bubbles for the **Seahorse Sticker** and **Curved Electric Wire Decoration**.



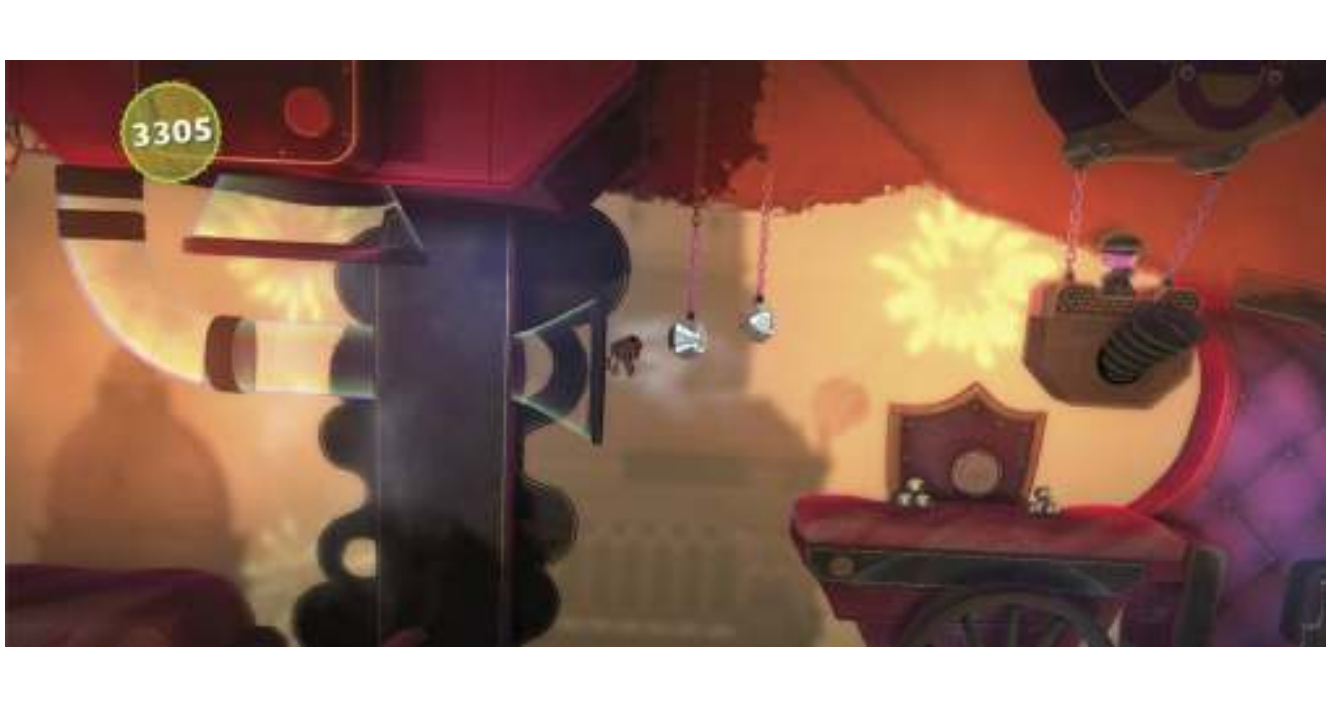
After clearing two layers of cardboard in the lower right, Swoop can glide down through Score Bubbles over the electrified floor and up through a Prize Bubble the provides the **Straight Brown Electric Wire Decoration**.



Avoid the electrified hazards that protrude from above and below, and fly up through two dangling Prize Bubbles to secure their **Clock Hand Decoration** and **Clay Pipe Decoration**.

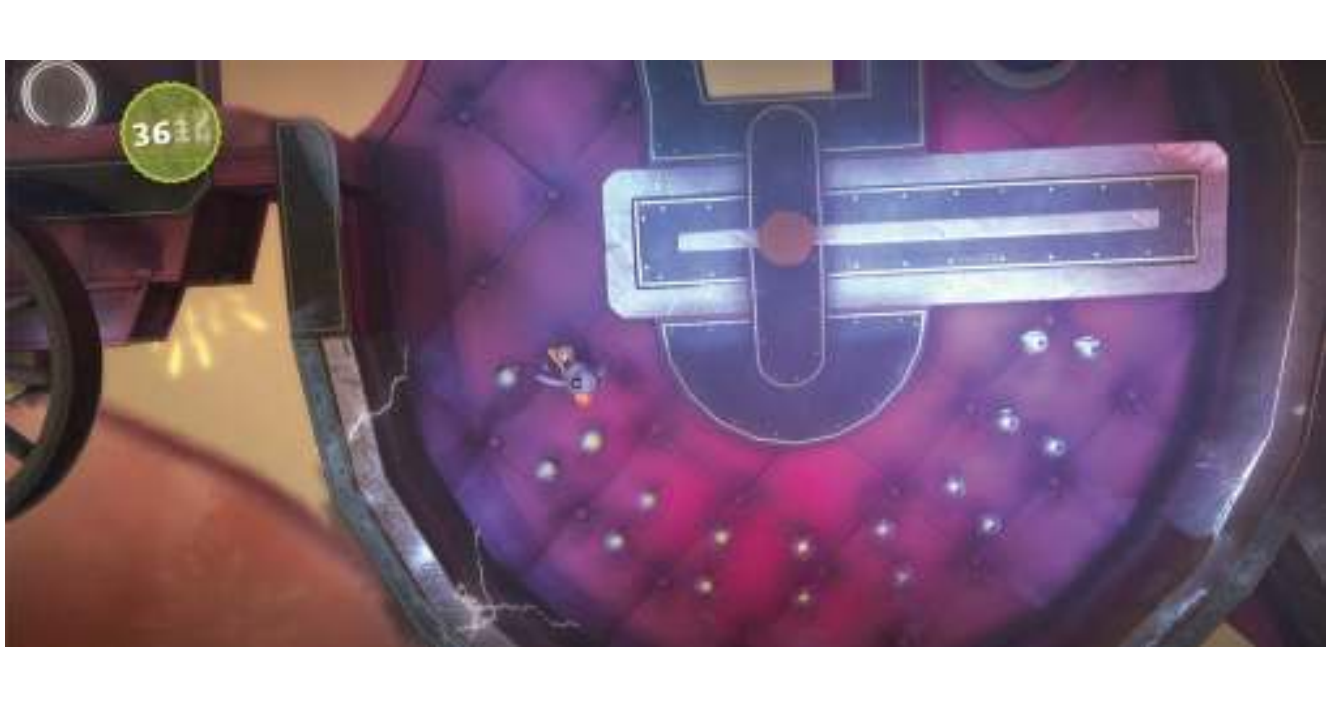


Fly above the spinning fan, and Swoop is sucked up into a twisty tube. When shot out the other end, Swoop careens through two Prize Bubbles that offer up the **Acrylic Tube (Cone) Object** and **Acrylic Tube (Curved) Object**.

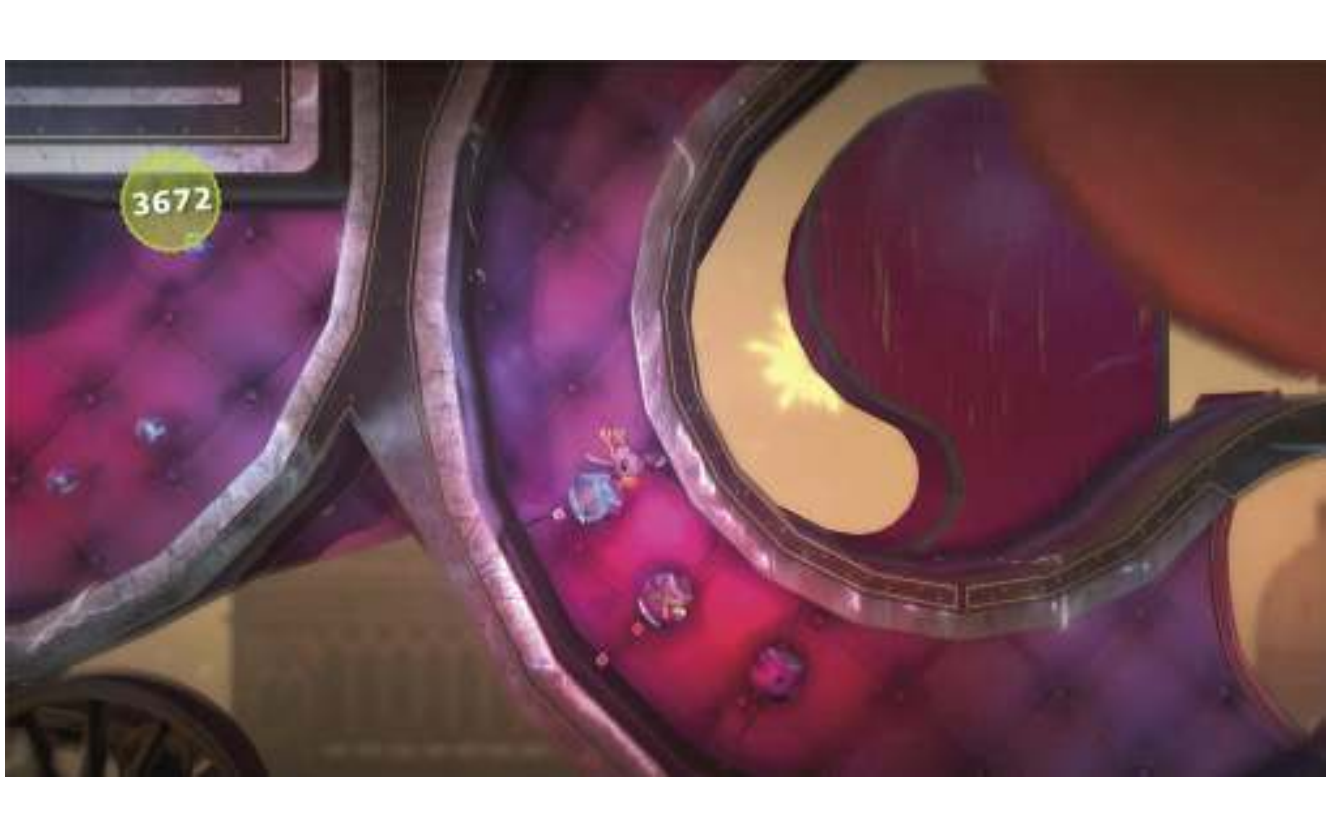


Swoop down into the narrow passage, taking care to avoid the electrified floor and the massive electrified block moving side to side.

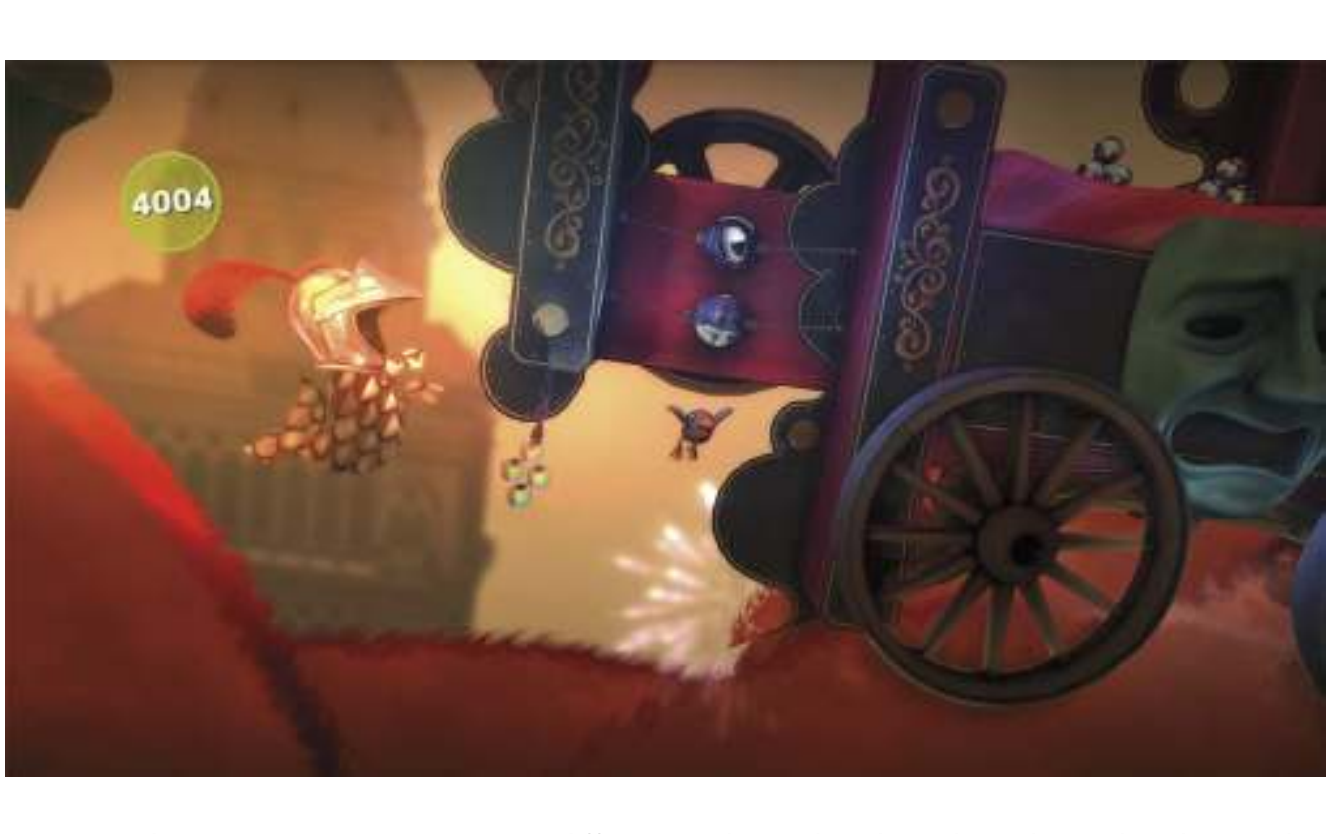
Flying up past a giant eye, don't miss the Prize Bubbles in each corner. Popping them both turns up the **Big Plastic Cog Decoration** and **Small Plastic Cog Decoration**.



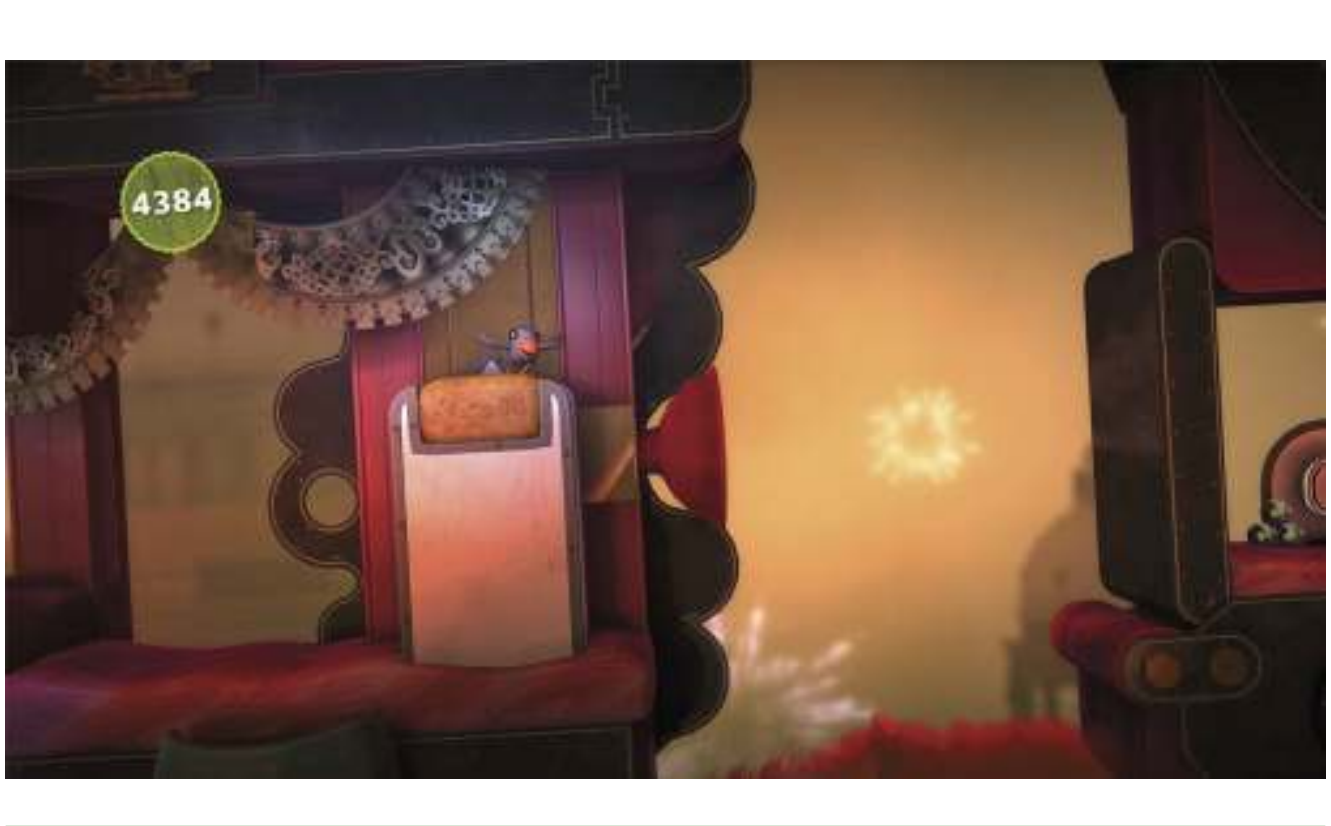
Things get tight and narrow just ahead, but swoop with confidence. Line up Swoop's flight with the three successive Prize Bubbles that release the **Harlequin Hammerhead Shark Sticker**, **Medieval Propellor Decoration**, and **Decorative Fish Sticker**.



Reach the two Prize Bubbles past the next Checkpoint from below. As you close in on the **Knight's Helmet Object** and **Decorative Fin Sticker** Prize Bubbles, Newton blasts the caravan and cuts Swoop off.

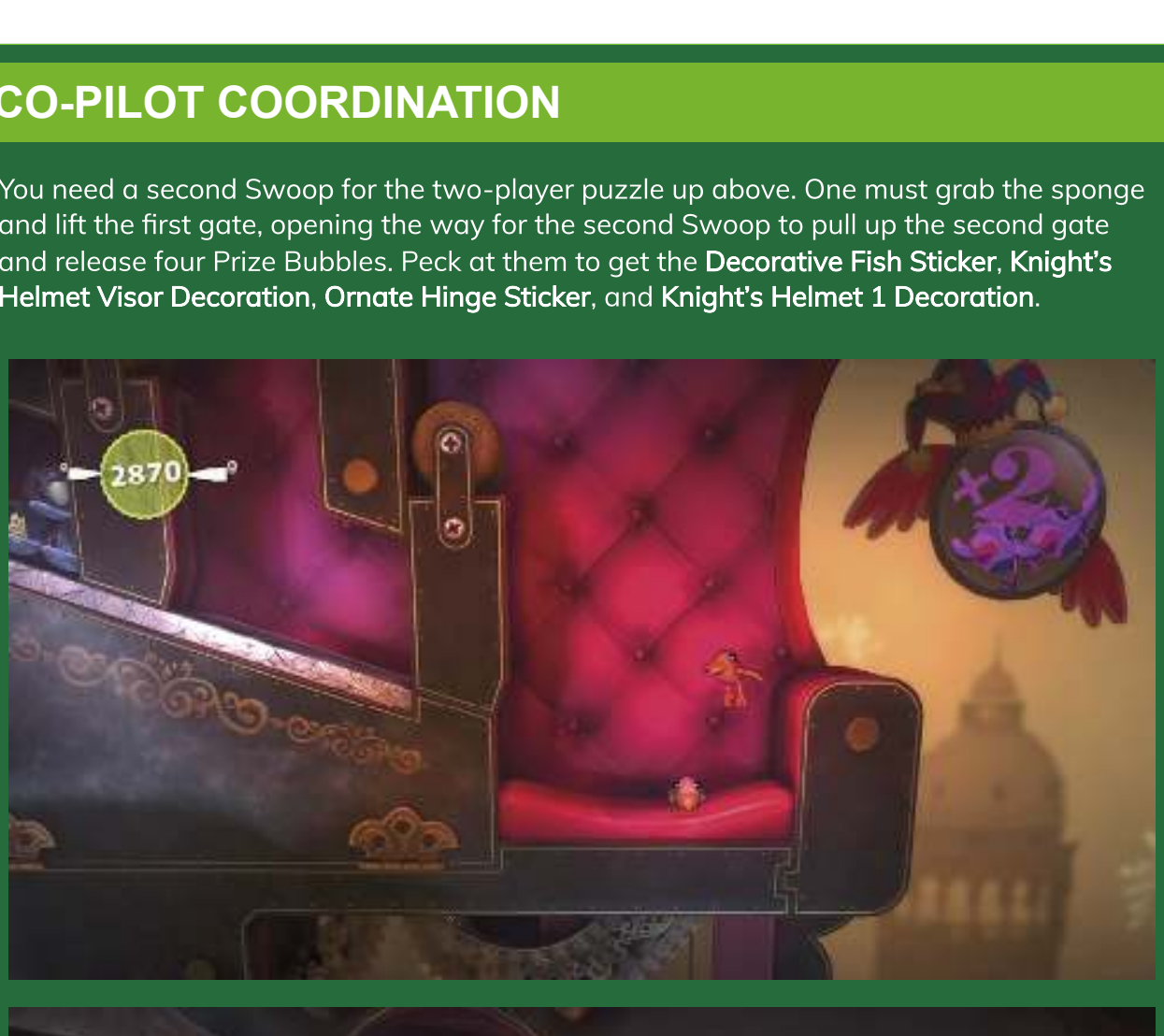


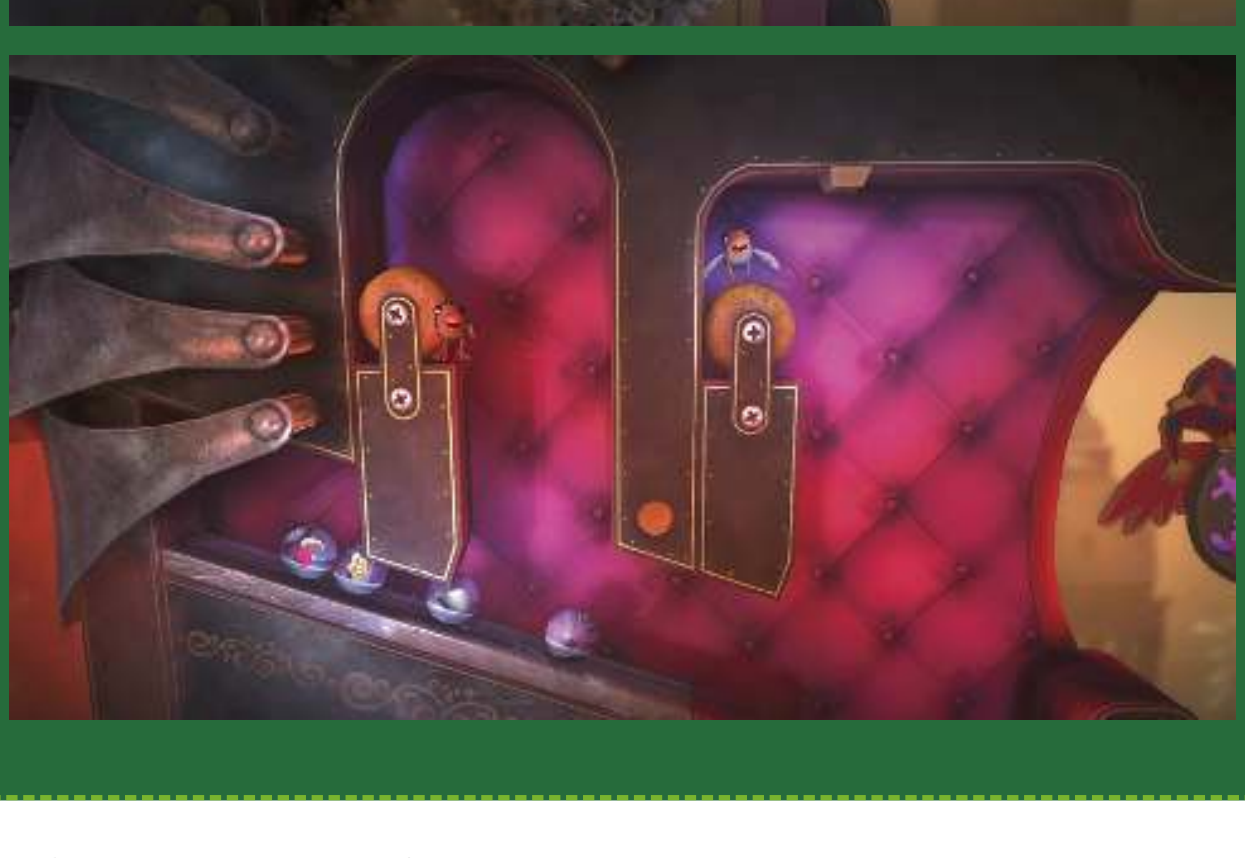
But, in so doing, Newton gives Swoop a different path to take. Fly to the right, and grab onto the large yellow sponge. Release your grip to launch a plunger that pulls down the gate to the next area.



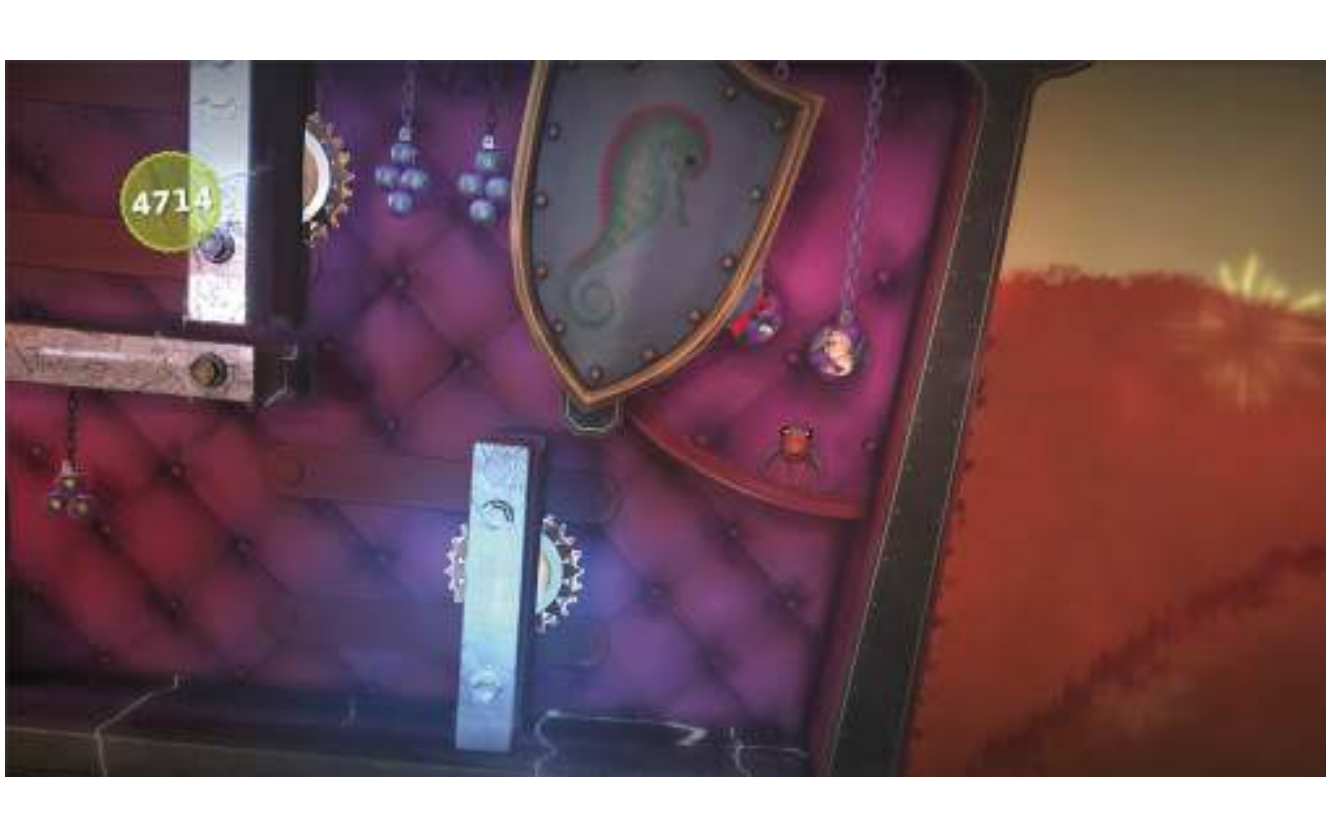
CO-PILOT COORDINATION

You need a second Swoop for the two-player puzzle up above. One must grab the sponge and lift the first gate, opening the way for the second Swoop to pull up the second gate and release four Prize Bubbles. Peck at them to get the **Decorative Fish Sticker**, **Knight's Helmet Visor Decoration**, **Ornate Hinge Sticker**, and **Knight's Helmet 1 Decoration**.

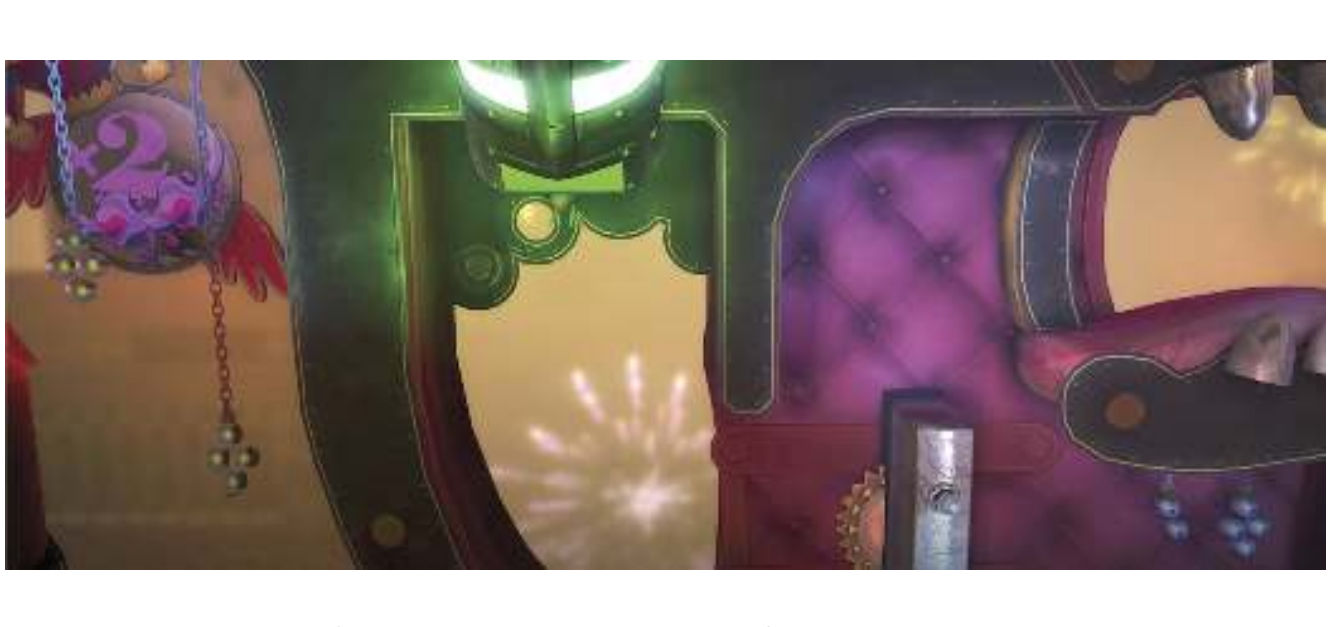




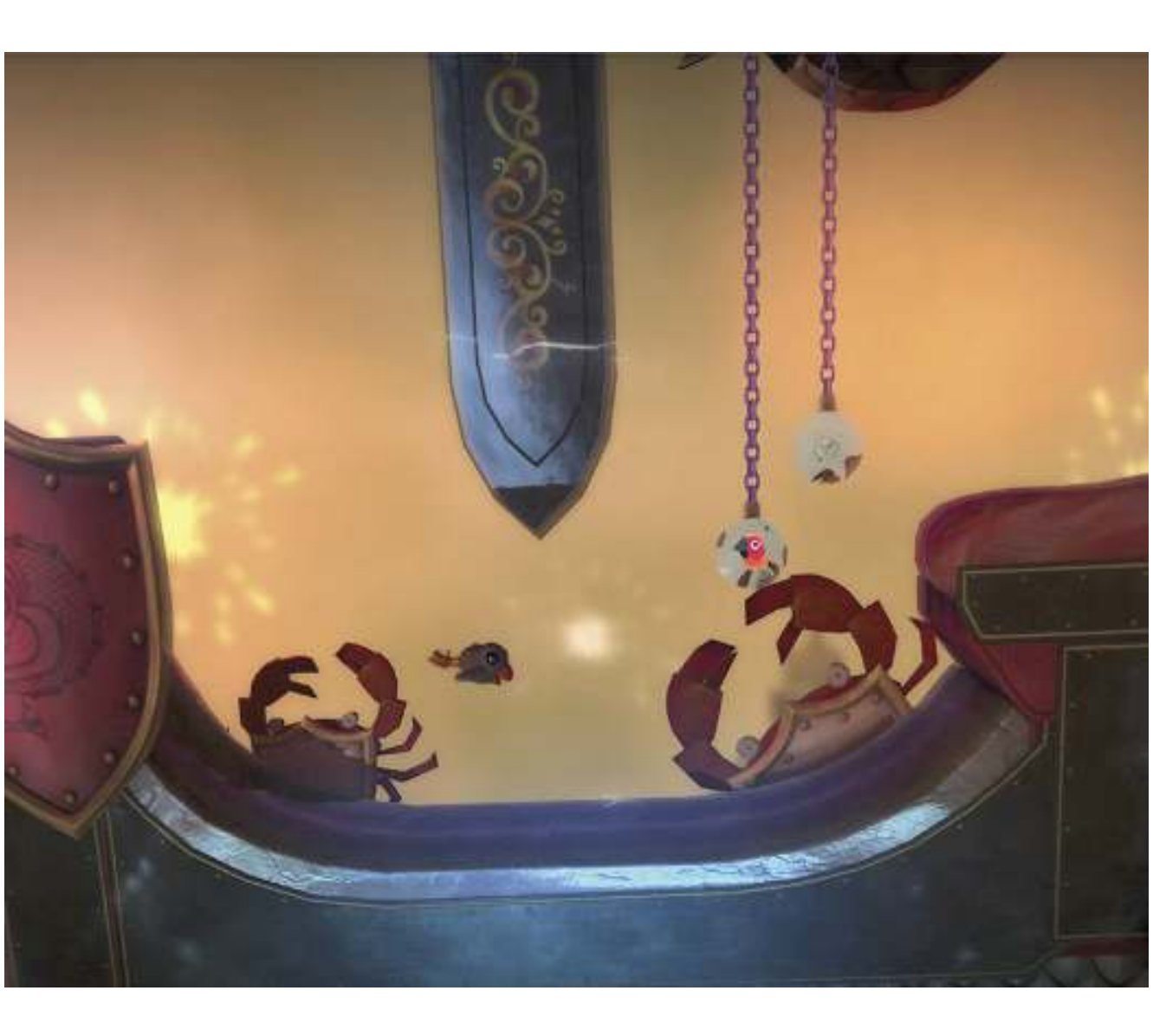
Electrified walls move back and forth along tracks. Fly around them, but be sure to go up into the right corner first. Tucked behind the shield are two Prize Bubbles that surrender the **Mer-Horse Sticker** and **Ribbon Bow 1 Decoration**.



Once past those hazards, fly up into a green button that opens the gaping mouth gate to access the rest of the convoy.

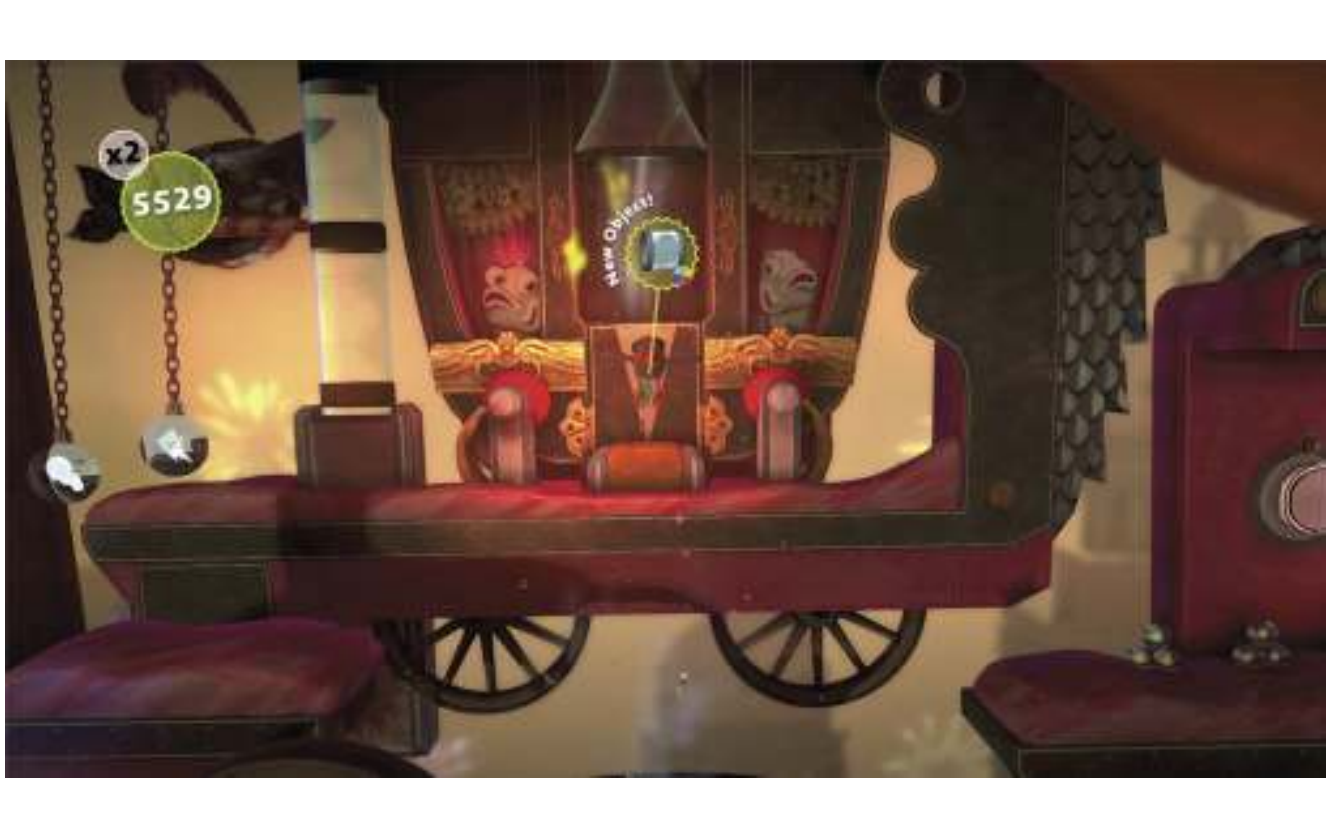


Swoop under the electrified sword blade, but avoid the floor. Rise up through two Prize Bubbles to claim their **Parrot Head Sticker** and **Decorative Sun Sticker**.

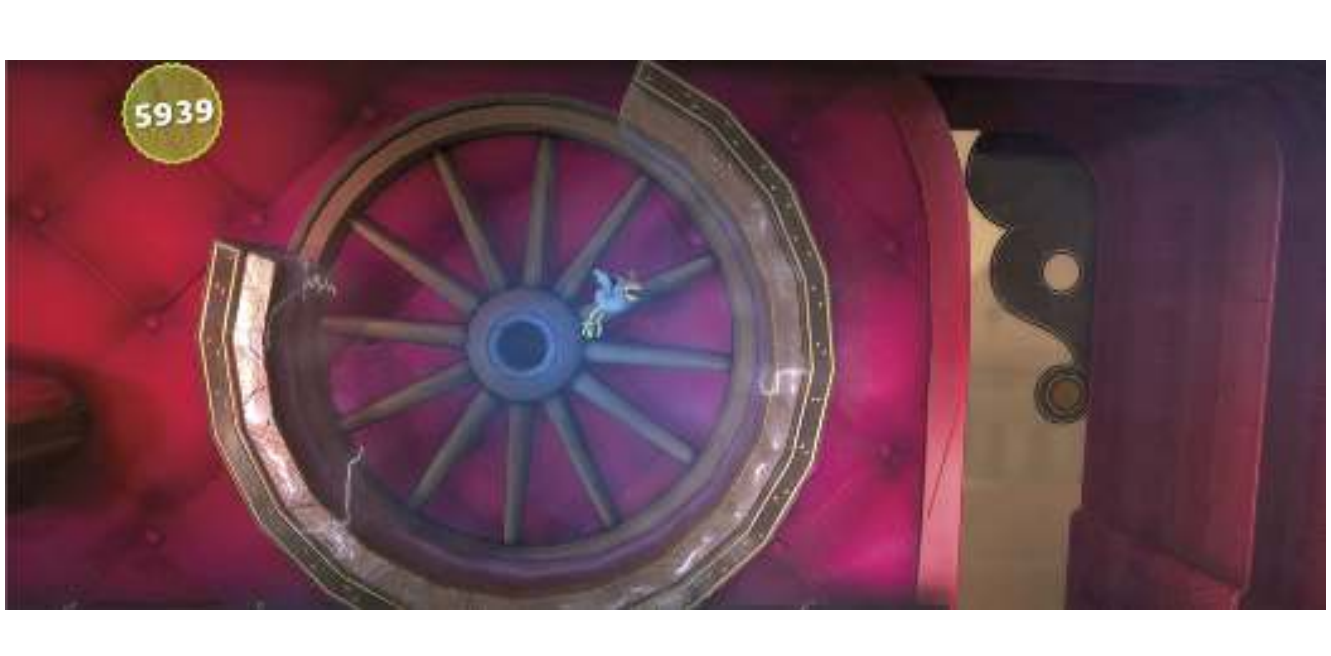


To get where Swoop needs to be, you must pull another yellow sponge. This one primes a pair of plunger launchers. Grab it, pull it up, and release it to reel in the background fish carriage toward Swoop. Fly up to get sucked into yet another tube.

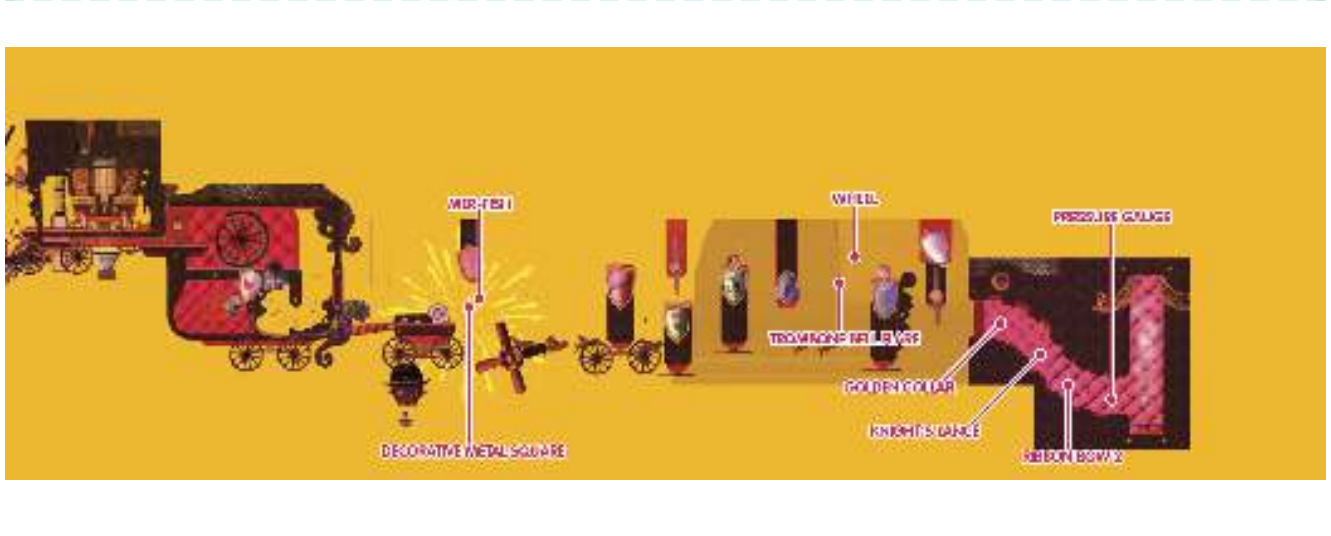
Spouted upward, Swoop collides with the **Acrylic Tube (Medium) Object** Prize Bubble. After regaining composure, flit over to the left, and pop the two Prize Bubbles there for the **Harlequin Cloud 1 Sticker** and **Fish Body Sticker**.



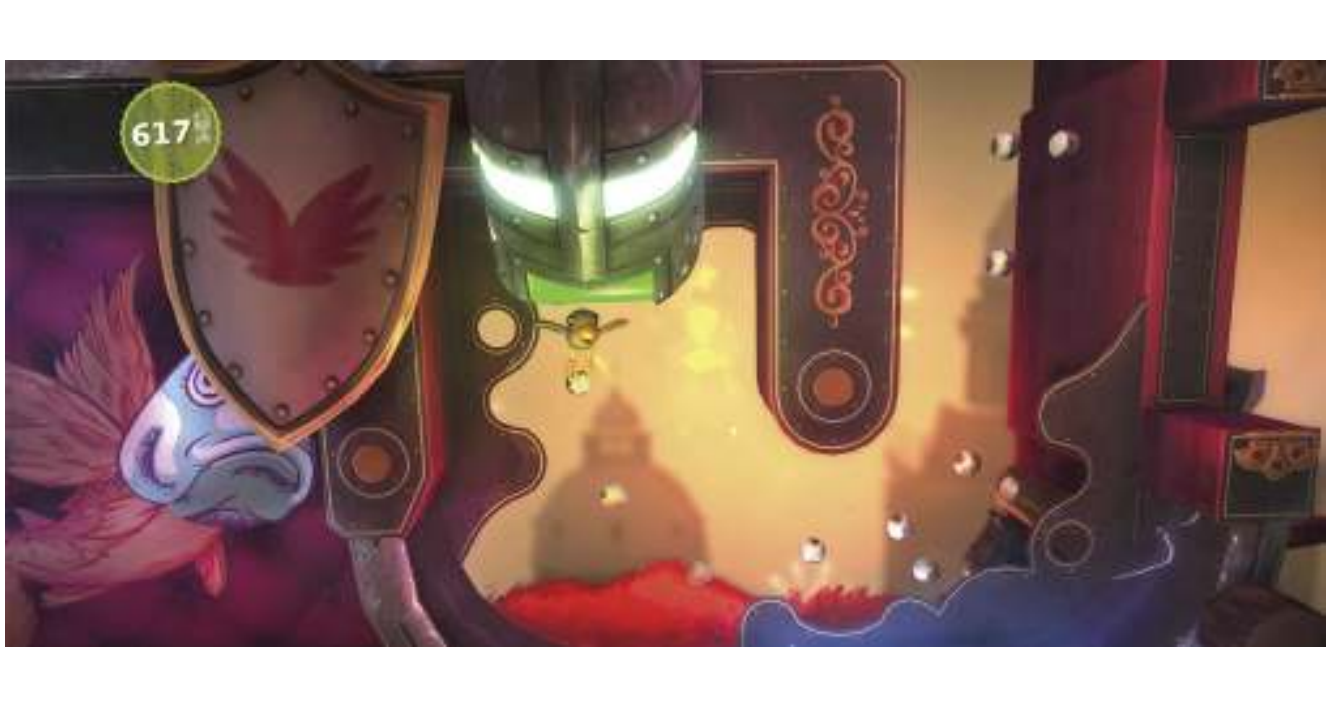
Fly to the right, where a giant rolling wheel dominates the path. The only way past is to fly into its electrified interior. Carefully avoid touching the deadly walls, and move with the wheel to the right until Swoop can drop down out of the wheel and to the next area.



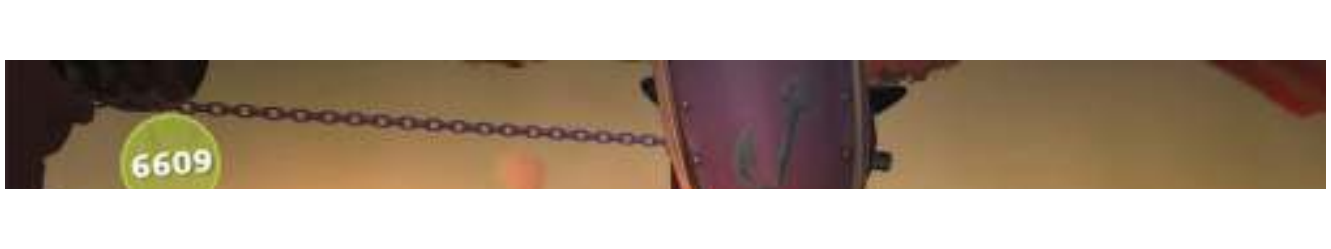
PULLING UP STAKES

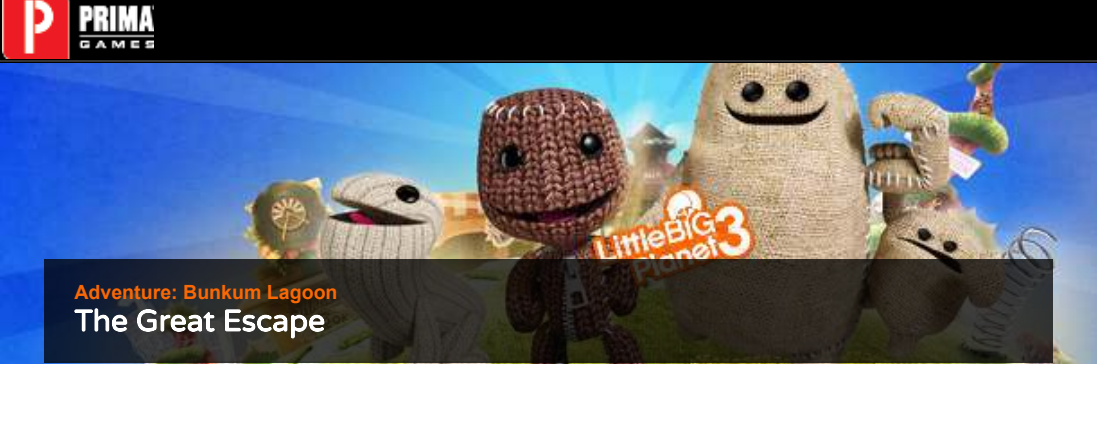


Fly down and then travel up and to the left, where a green button is nestled. The gate to the right opens, but be careful what you wish for. Once Swoop crosses the threshold, Newton attaches his balloon to the caravan with a plunger and starts tearing it all down.



Fly speedily to the right to avoid the encroaching destruction from the left. As Swoop makes his way past the obstacles, don't miss your only chance at some Prize Bubbles. The first pair sports the **Decorative Metal Square Decoration** and **Mer-Fish Sticker**.





Adventure: Bunkum Lagoon

The Great Escape

Prize Bubble Pick-Ups

☑ **STICKERS**
- Cogs Blueprint
- Newton Blueprint
- Panel Details 2
- The King Blueprint
- Ink Stain 7
- Panel Details 4
- Panel Details 1
- Panel Details 6

☑ **DECORATIONS**
- Flick Switch
- Tweeter Gasket
- Pocket Watch
- Gold Jean Rivet
- Orange Sparks
- Parcel Tape 1
- Analogue Temperature Gauge
- Lead Pipe–Short
- Lead Pipe–Long
- Garden Hose Head
- Red Indicator Light
- Green Indicator Light
- Ammeter
- Hand Written Equations
- Long Masking Tape
- Drilled Metal
- Horseshoe Magnet
- Wood Shaving
- Plastic Ring Cog
- Ratchet Cog

☑ **OBJECTS**
- Brass Tube–Straight
- Lead Pipe–T Junction

☑ **MATERIALS**
- Paper Mache
- Tissue Cloud

☑ **COSTUMES**
- Tiger Body
- Tiger Front Paws
- Tiger Hind Paws
- Tiger Skin
- Tiger Head
- Tiger Tail
- Cosmonaut Skin
- Cosmonaut Space Suit Legs
- Cosmonaut Eyes
- Cosmonaut Arms
- Eagle Body
- Eagle Talons
- Eagle Head
- Eagle Tail Feathers
- Cosmonaut Gloves
- Cosmonaut Shoes
- Cosmonaut Oxygen Tank
- Cosmonaut Trousers
- Cosmonaut Space Suit Helmet

☑ **AUDIO**
- "Good Fellas"

Level Complete Gifts

☑ **PRIZES**
- Brass Instruments
- Pinky Bufloons Costume

☑ **PRIZES**
- Heart

Collected All Gifts

☑ **PRIZES**
- Monitors & Control Panels

☑ **PRIZES**
- Safety Spectacles

Aced Level Gifts

☑ **PRIZES**
- Shattered Glass 2

☑ **PRIZES**
- Mechanical Blueprints

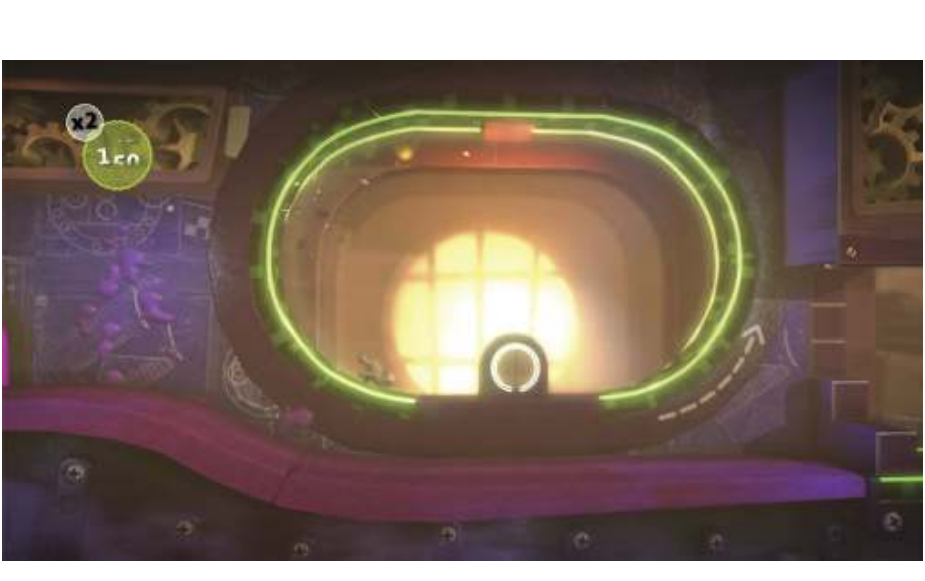
Cornering Newton, the heroes seem to have the upper hand. But as he feigns weakness, it turns out to be a trap! Your sack person is at the mercy of the power-mad Newton. Trapped within suspended animation, the skills of all three reawakened heroes are required to break the bonds of captivity. Use Oddsock's speed to strike at the heart of Newton's fiendish forcefield and clear the way for the other heroes to do the same.

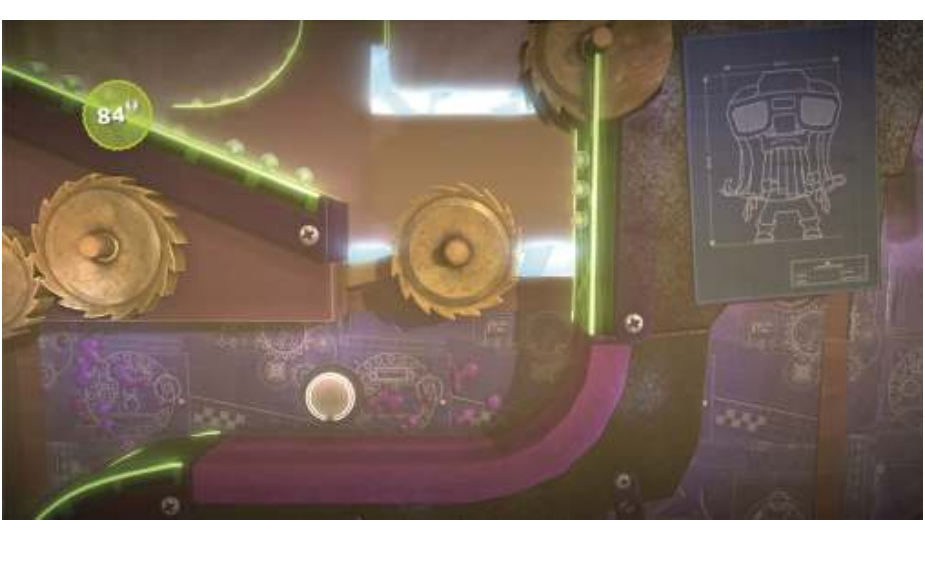
TRIGGERING THE TRAP TRIFECTA

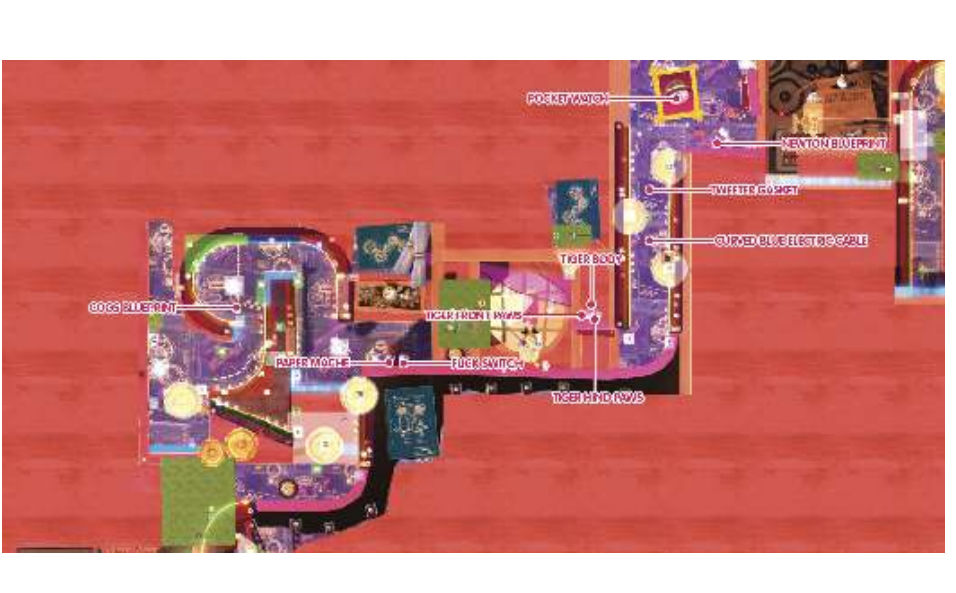
Starting off as Oddsock, scurry to the right. Run up the wall, and jump between them to reach the Level Link.

Race to Release

Oddsock's speed makes it natural for him to take point in saving your sack person. It gets put to the test right away. To get past the first area, Oddsock must hit a ceiling-mounted button by running up the shimmering green floors. Let the green floors guide the way. Keep running up, past a Checkpoint, and up another wall where Oddsock can wall jump between spinning saw blades.



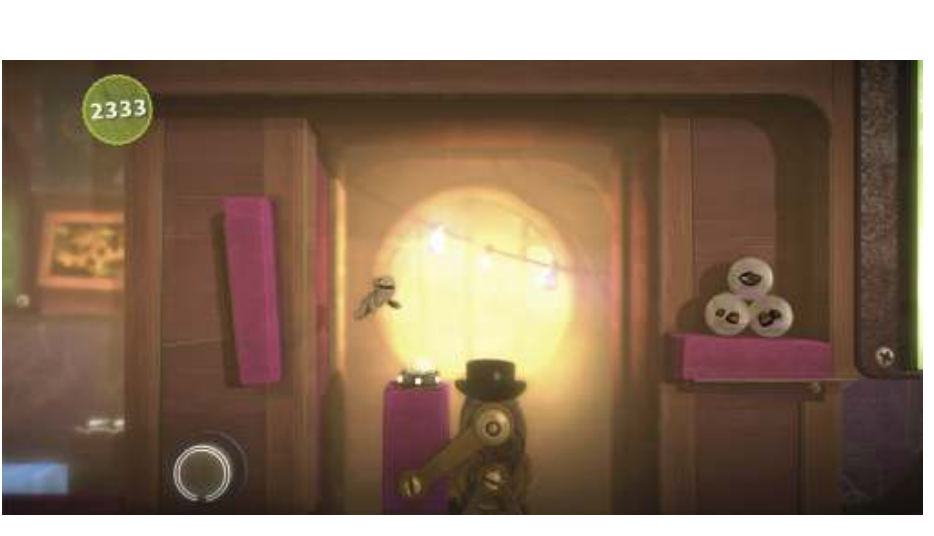


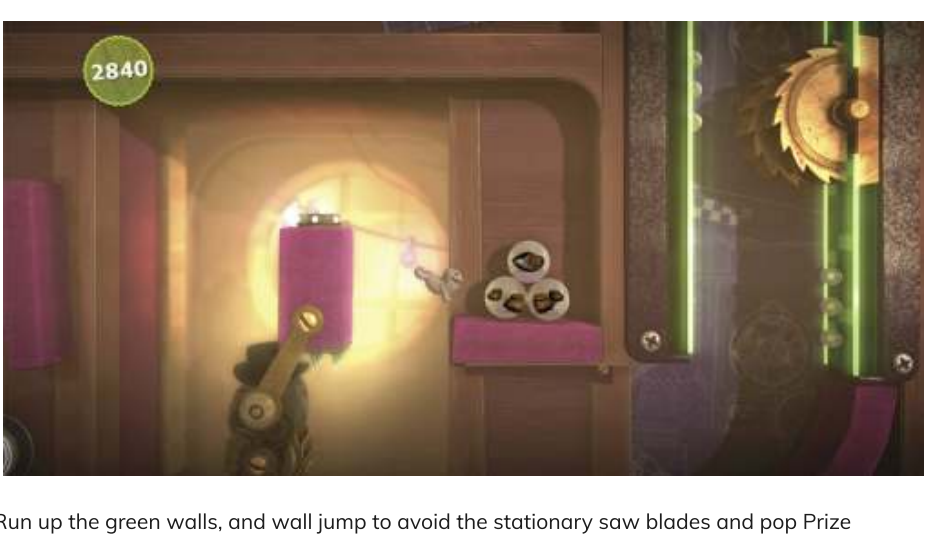


Running to the left, jump over more saw blades into a grind against the wall into the background. Wall jump again and run up, making sure to wall jump before hitting the electrified section. This jump should pass through the Prize Bubble holding the **Cogs Blueprint Sticker**.

After running across the ceiling, two quick wall jumps land Oddsock on Layer Launchers. They send him forward to two Prize Bubbles that give the **Paper Mache Material** and **Flick Switch Decoration**.

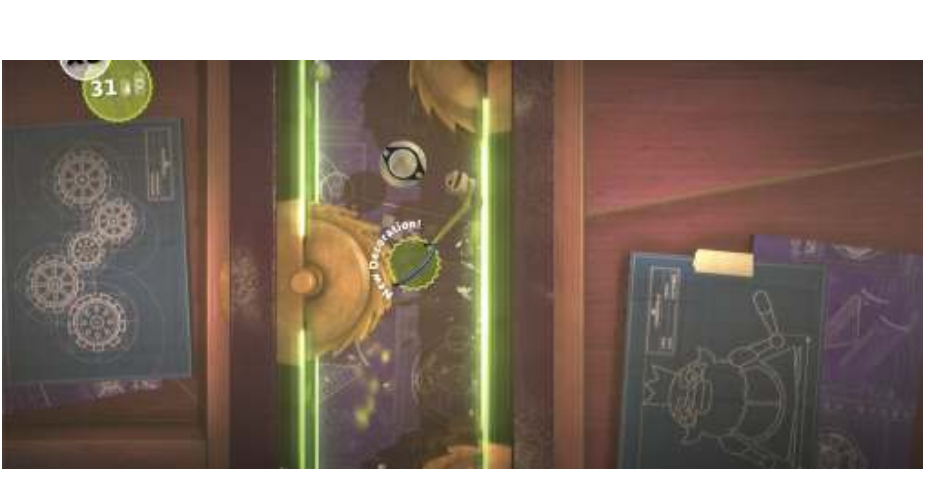
A top-hatted sentry alternately slams spikes to its front and back. Wall jump off the purple blocks to land on top of the guard. Then, leap from there to the trio of Prize Bubbles on the ledge that surrenders the **Tiger Body Costume**, **Tiger Front Paws Costume**, and **Tiger Hind Paws Costume**.





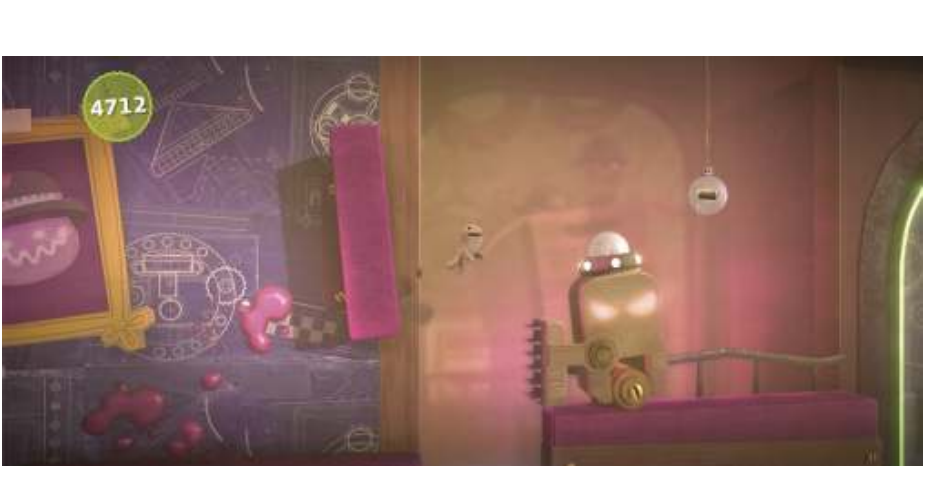
Run up the green walls, and wall jump to avoid the stationary saw blades and pop Prize Bubbles. By the time Oddsock reaches the top, the **Curved Blue Electric Cable Decoration** and **Tweeter Gasket Decoration** are all yours.

At the very top, the last wall jump takes Oddsock through the **Newton Blueprint Sticker** Prize Bubble. Wall jump again off the left wall to get even higher, and then snag the **Pocket Watch Decoration** from its Prize Bubble.



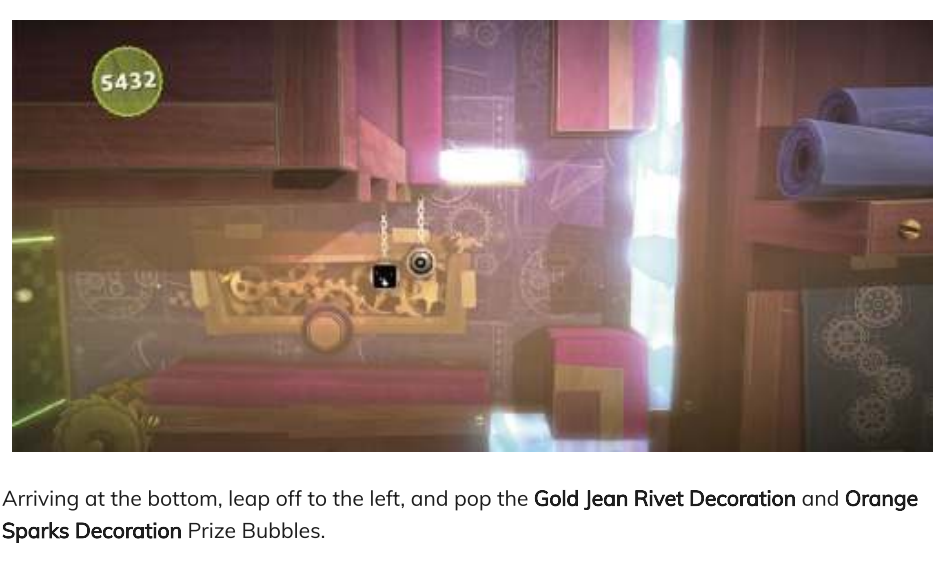
A different kind of hostile guards the next area. It rolls side to side while holding up a spiked barrier. Run away from it, and then wall jump back to leap off the top of its head and into the **Brass Tube–Straight Object** Prize Bubble.

A giant saw blade endlessly circles the place where Oddsock needs to be. Wait for it to pass, and use Oddsock's speed to run up the wall and back down around.



Wall jump before hitting the bottom to land on the Layer Launchers and the Prize Bubble there offering the **Tiger Skin Costume**.

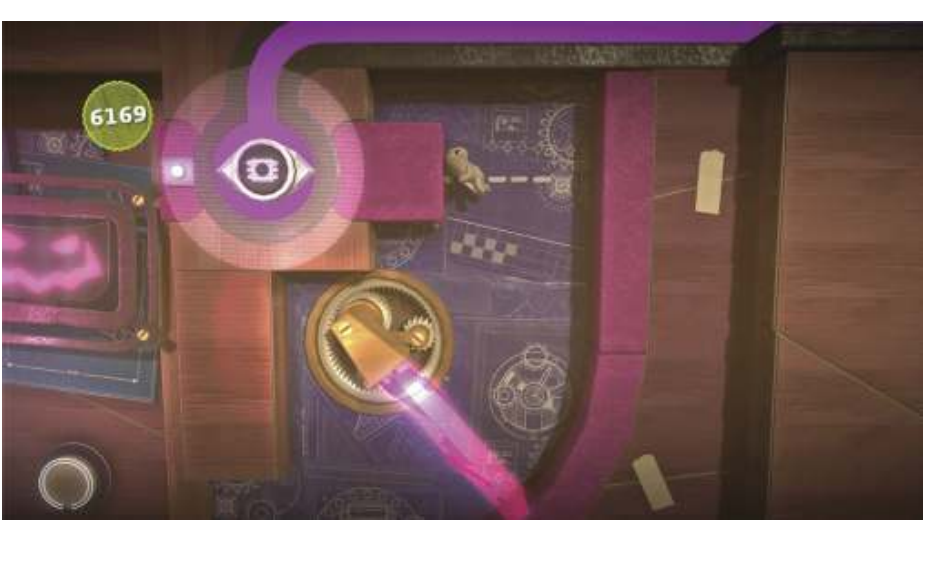
Purple blocks navigate down an electric obstacle-laden route ahead. Ride it, and then wall jump to avoid a shocking fate. As Oddsock slides down the wall, he pops the Prize Bubbles containing the **Tiger Head Costume** and **Tiger Tail Costume**.

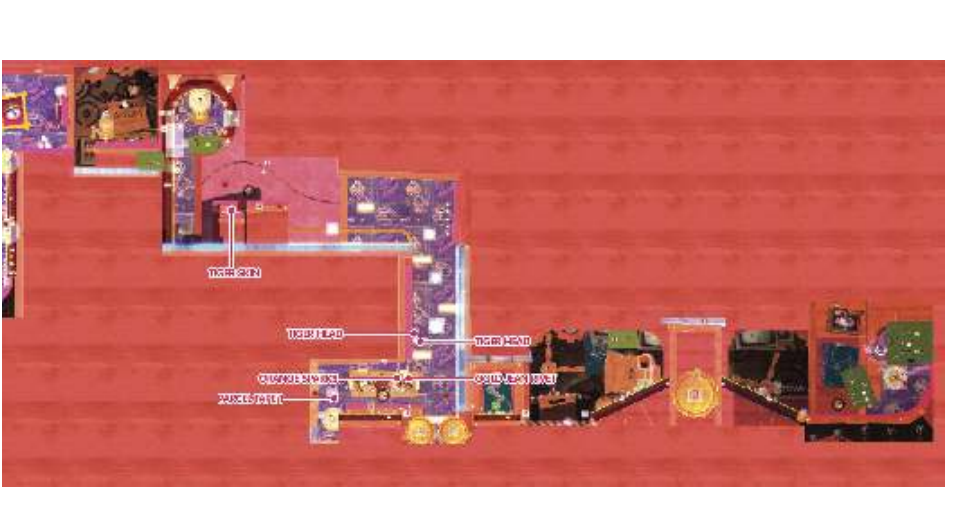


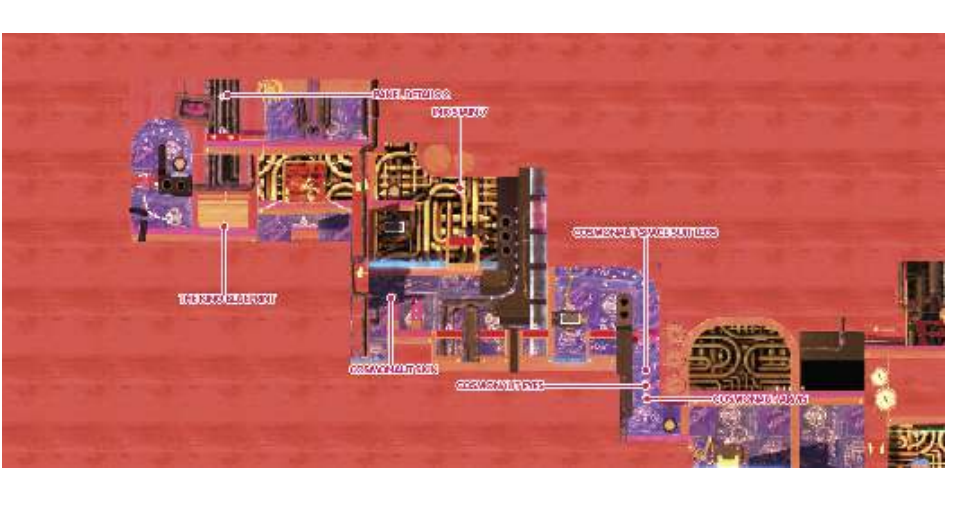
Arriving at the bottom, leap off to the left, and pop the **Gold Jean Rivet Decoration** and **Orange Sparks Decoration** Prize Bubbles.

Grinding along the left wall to the foreground, wall jump off to pop the **Parcel Tape 1 Decoration** Prize Bubble.

Keep on running to the right, bounding over dangers and obstacles. At the very end, you find the switch connected to the force field. Wait for the pink laser to pass, run up the curved wall, and wall jump into the switch to activate it.





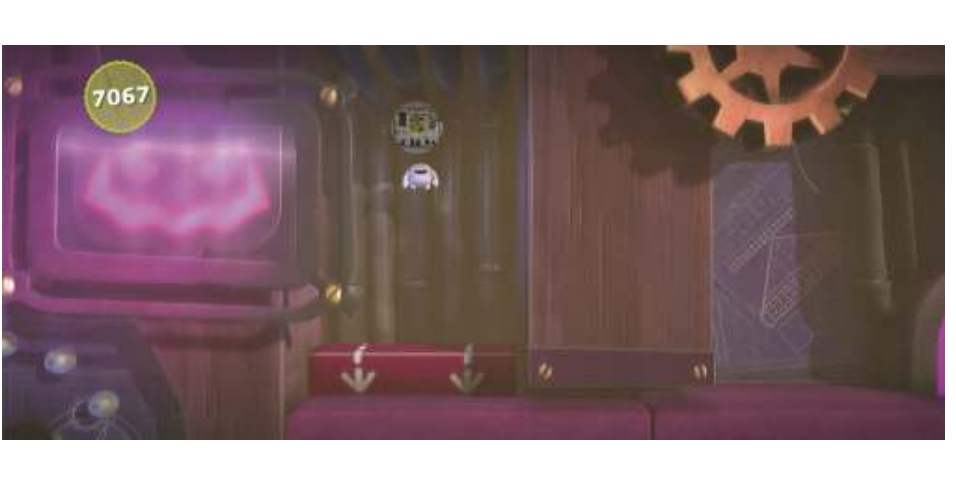


Resize Rescue

Now it's time to tag in Toggle. Go to the glowing doorway, and press ⊗ to switch characters.

Head to the left as small Toggle, and turn into big Toggle to weigh down the red platform. Switch to small Toggle to get launched up to the Level Link.

Immediately within this area, head to the left. Another red platform needs weighing down. Use it to spring straight up and pop a Prize Bubble for the **Panel Details 2 Sticker**.



Drop down from the platform, and head to the left. Using the Bounce Pads, launch Toggle, and then grow in size to smash through the red glass barrier.

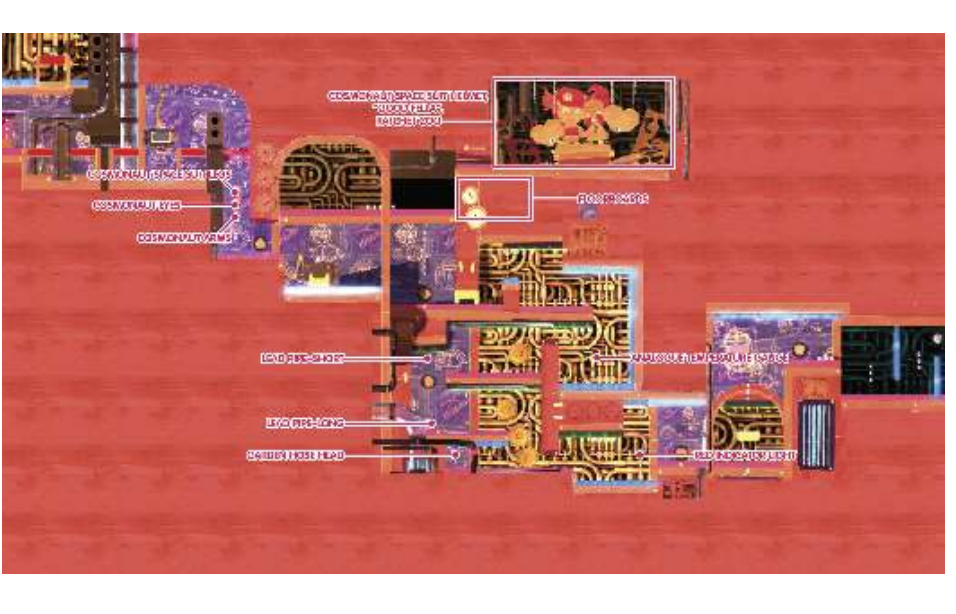
Landing safely below, shrink down. This keeps Toggle safe from the charging hostile that emerges from the garage door. Pop the Prize Bubble in its underbelly to claim the **The King Blueprint Sticker**.

Head to the left, using the Layer Launchers to send big Toggle crashing through a pane of red glass.

Moving onward to the right, the floor is electrified all over. On the left, a twin-barreled cannon fires purple plasma. Jump onto the red platform, and weigh it down as big Toggle to avoid the danger above. Switch to small Toggle to fly straight up into the **Ink Stain 7 Sticker** Prize Bubble. With that done, launch Toggle again, and follow the arrow into the narrow channel along the right wall.

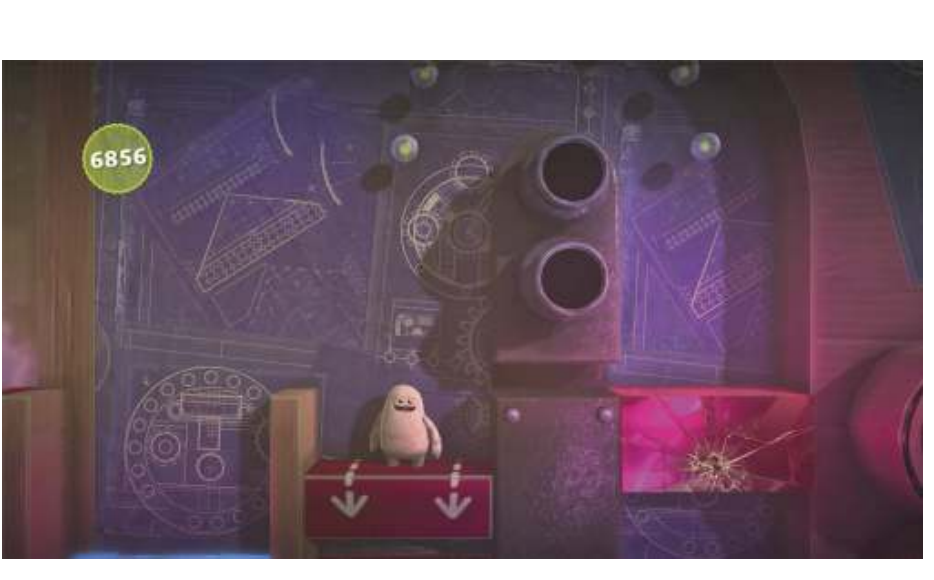
Run to the left across the pipes, and take a forceful jump to the far side. It's worth it for the **Cosmonaut Skin Costume** Prize Bubble there.

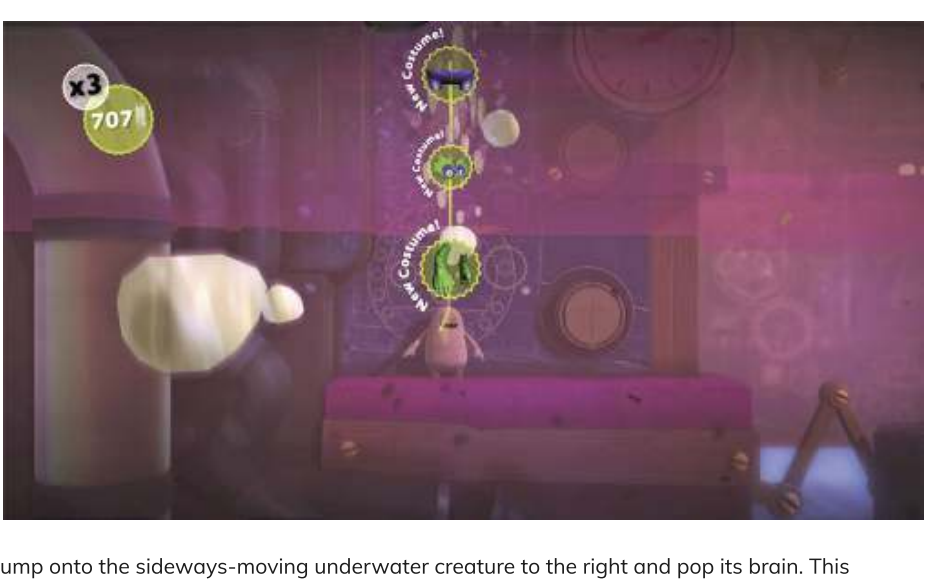
Heading right once more, a familiar sight greets you. Once again, use big Toggle to push down red platforms and avoid the plasma. Turn small to be launched and pop the plasma cannon's brain.



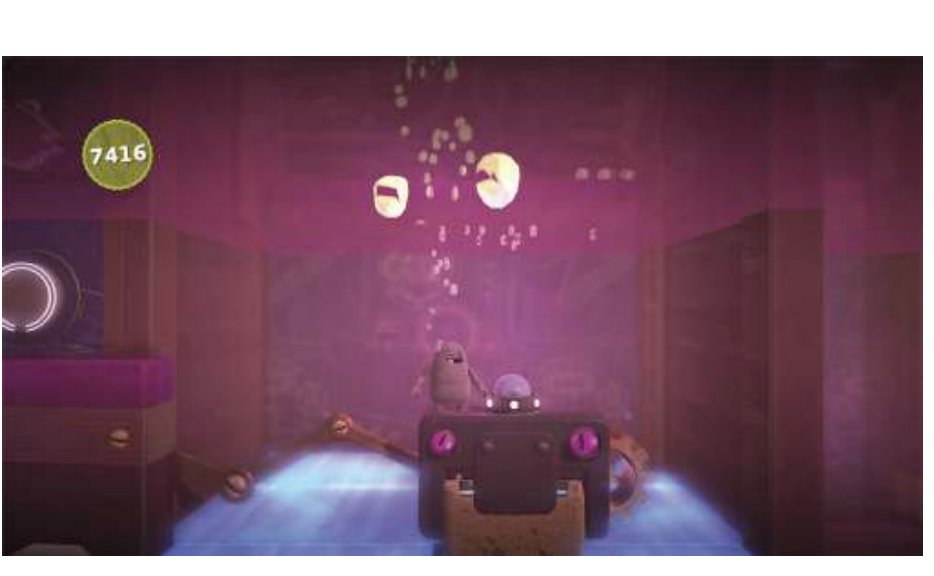
Past the danger, use another red platform launcher to arc over the obstacle and mash the red glass as big Toggle.

Toggle goes splashing into the water and through three Prize Bubbles that provide the **Cosmonaut Space Suit Legs Costume**, **Cosmonaut Eyes Costume**, and **Cosmonaut Arms Costume**.





Jump onto the sideways-moving underwater creature to the right and pop its brain. This releases the Blue Layer Launchers you need to forge ahead.



Avoid another charging aggressor by shrinking down. Keep going to the left, and then drop back down into the water.

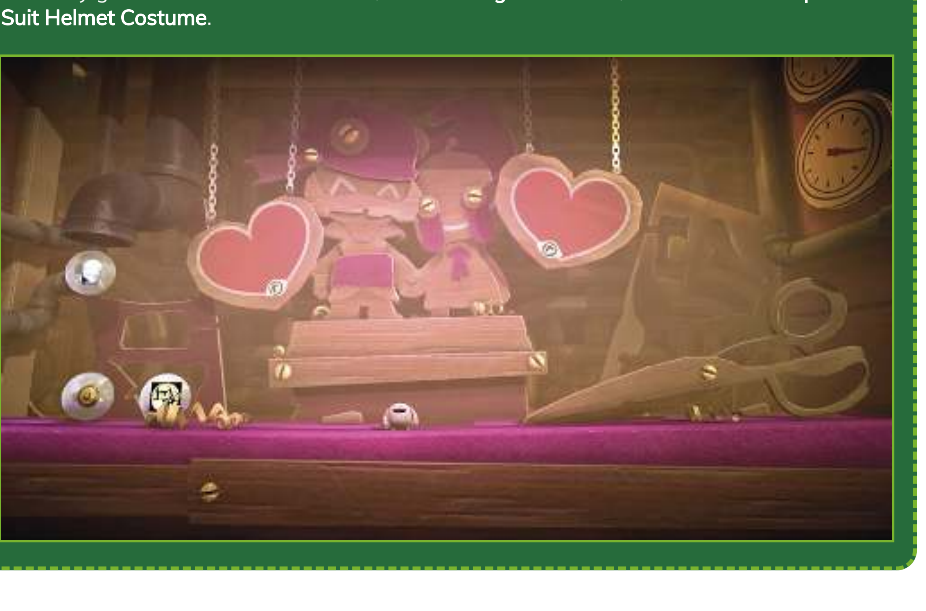
Plenty of oxygen awaits by the next Checkpoint, courtesy of a bubble machine. Push the yellow sponge blocking progress to the right, where it floats up. Alternate between small Toggle and big Toggle to avoid the electrified areas here.

HEART TO HEART

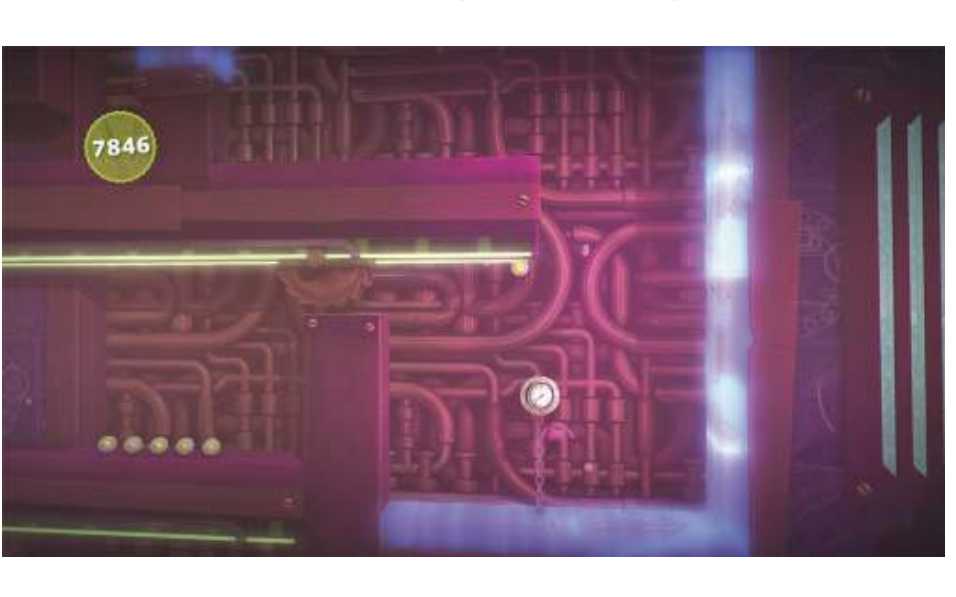
Complete all three legs of The Great Escape once as OddSock, Toggle, and Swoop to gain the Heart Sticker.

Revisit the scene of your grand exodus and, after pushing the sponge through, keep Toggle tiny. Keep running along the ceiling to the right and find Toggle shot up through a quick series of Bounce Pads. Coming to a stop, Toggle is at the base of two grand monuments to the love of Captain Pud and Nana Pud, Newton's parents.

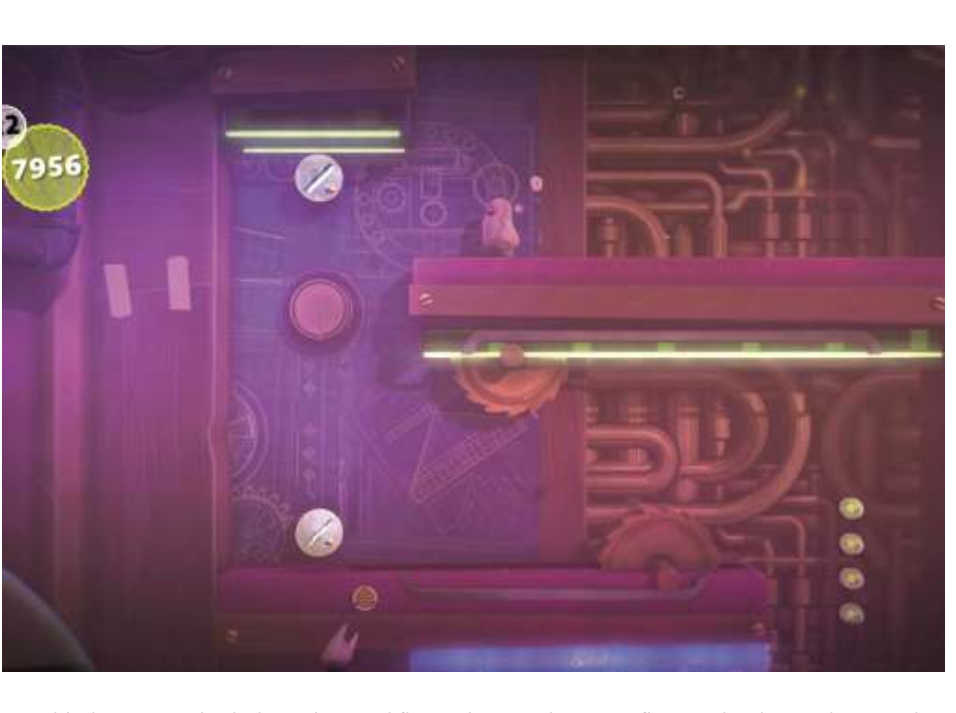
Place the Heart Sticker on the two targets to plop three Prize Bubbles out of the pipe on the left. They grant the **"Good Fella" Audio**, **Ratchet Cog Decoration**, and **Cosmonaut Space Suit Helmet Costume**.



Walk along the ceiling as small Toggle, then turn into big Toggle to sink down. Before hitting the electrified floor, switch back to small Toggle to float up through a Prize Bubble and land on the lower ceiling. Proper timing nets you the **Analogue Temperature Gauge Decoration**.

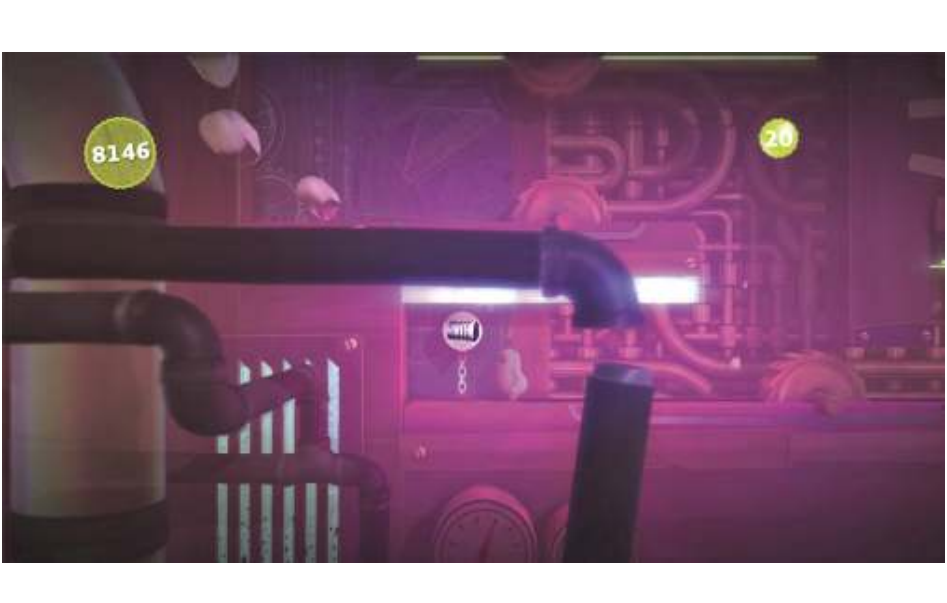


Wait for the saw along the ceiling to retreat, then head left and drop down as big Toggle. Keep going left, where two Prize Bubbles rest near the Checkpoint: one above and one below. Pop them both for the **Lead Pipe–Short Decoration** and **Lead Pipe–Long Decoration**.



Saw blades spin on both the ceiling and floor. Alternate between floor and ceiling as big Toggle and small Toggle, respectively, to avoid them.

Drop down below, where another saw blade oscillates. Wait for it to pass to the right to drop down as big Toggle, and run left into the corner housing the **Garden Hose Head Decoration** Prize Bubble.



Maneuver past that saw blade again, and keep on going to the right. Run along a short stretch of ceiling as small Toggle, and then leap off into the **Red Indicator Light Decoration** Prize Bubble. Before Toggle can slam into the shocking ceiling, switch to big Toggle, and land safely at the next Checkpoint below.

Swimming into the right chamber, Toggle needs to get small to reach the ceiling above the Layer Launchers. Expand Toggle's size to drop down on them and be sent to the foreground. Once there, turn small again to fly up to the next Checkpoint.

Wall-to-wall electric fields sweep along the path ahead, where water rises partway up. Worse still, electrical pillars protrude from both floor and ceiling.

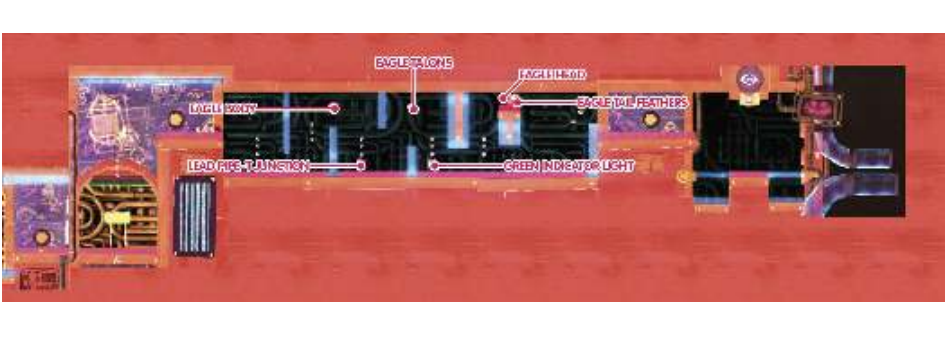
To make it through, you must walk along the watery floor as big Toggle, and then switch to little Toggle to be launched over each scary barrier.

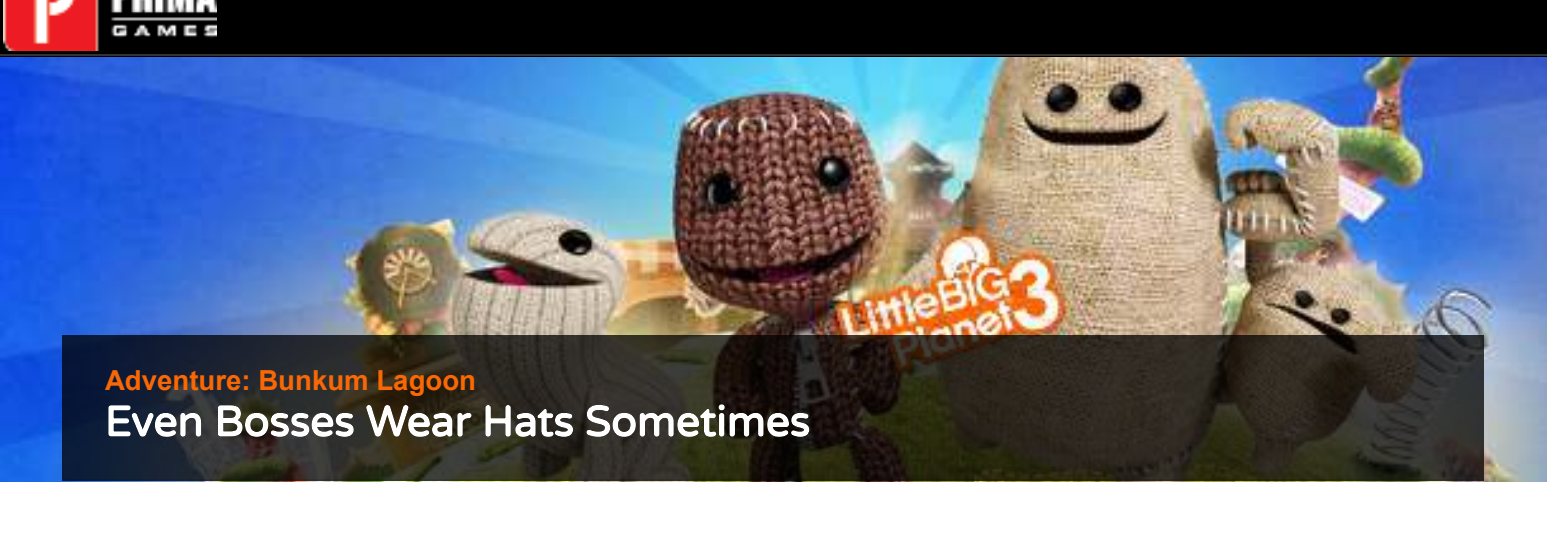
Doing so also provides the necessary height to reach some Prize Bubbles. Use this technique to collect the **Eagle Body Costume** and **Lead Pipe–T Junction Object** from their Prize Bubbles.

Repeat the maneuver once again to fly through the Prize Bubbles for the **Eagle Talons Costume** and **Green Indicator Light Decoration**.

The toughest maneuver yet is up next. Press ⊗ to jump as soon as the rising small Toggle breaks the surface of the water to get high enough to reach the two Prize Bubbles tucked away. Nabbing the **Eagle Head Costume** and **Eagle Tail Feathers Costume** completes the outfit. Switch to big Toggle while dropping back into the water and turn into small Toggle one last time to emerge safely past the electric hazards.

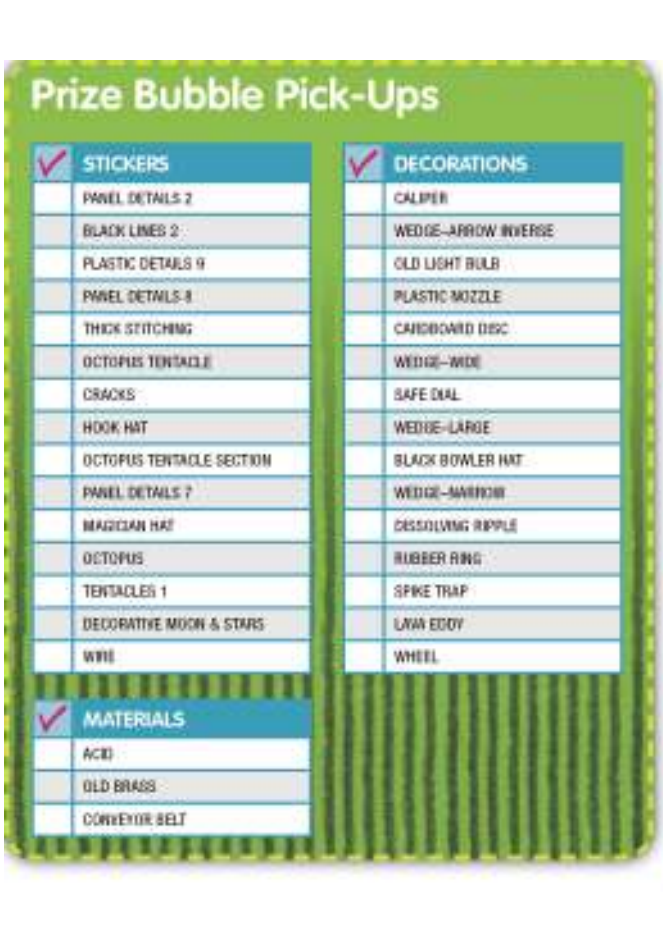
Drop onto the water as small Toggle. When the deadly horizontal laser beam drops down, turn into big Toggle and sink. Turn back into small Toggle, and fly up to grab the sponge. Finally, switch to big Toggle one last time to pull down the switch to the forcefield.





Adventure: Bunkum Lagoon

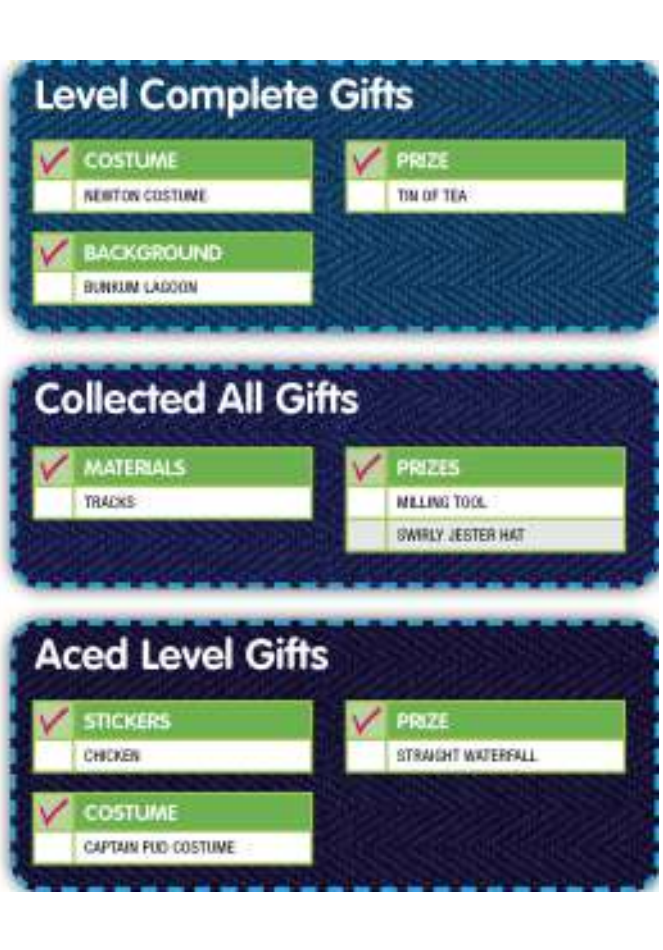
Even Bosses Wear Hats Sometimes



Prize Bubble Pick-Ups

STICKERS	DECORATIONS
PANEL DETAILS 2	CALIPER
BLACK LINES 2	WEDGE–ARROW INVERSE
PLASTIC DETAILS 9	OLD LIGHT BULB
PANEL DETAILS 8	PLASTIC NOZZLE
THICK STITCHING	CARDBOARD DISC
OCTOPUS TENTACLE	WEDGE–WIDE
CRACKS	SAFE DIAL
HOOK HAT	WEDGE–LARGE
OCTOPUS TENTACLE SECTION	BLACK BOWLER HAT
PANEL DETAILS 7	WEDGE–NARROW
MAGICIAN HAT	DISSOLVING RIPPLE
OCTOPUS	RUBBER RING
TENTACLES 1	SPIKE TRAP
DECORATIVE MOON & STARS	LAVA EDDY
WIRE	WHEEL

MATERIALS
ACID
OLD BRASS
CONVEYOR BELT



Level Complete Gifts

COSTUME	PRIZE
NEWTON COSTUME	TIN OF TEA

BACKGROUND
BUNKUM LAGOON

Collected All Gifts

MATERIALS	PRIZES
TRACKS	MILLING TOOL
	SWIRLY JESTER HAT

Aced Level Gifts

STICKERS	PRIZE
CHICKEN	STRAIGHT WATERFALL

COSTUME
CAPTAIN FUD COSTUME

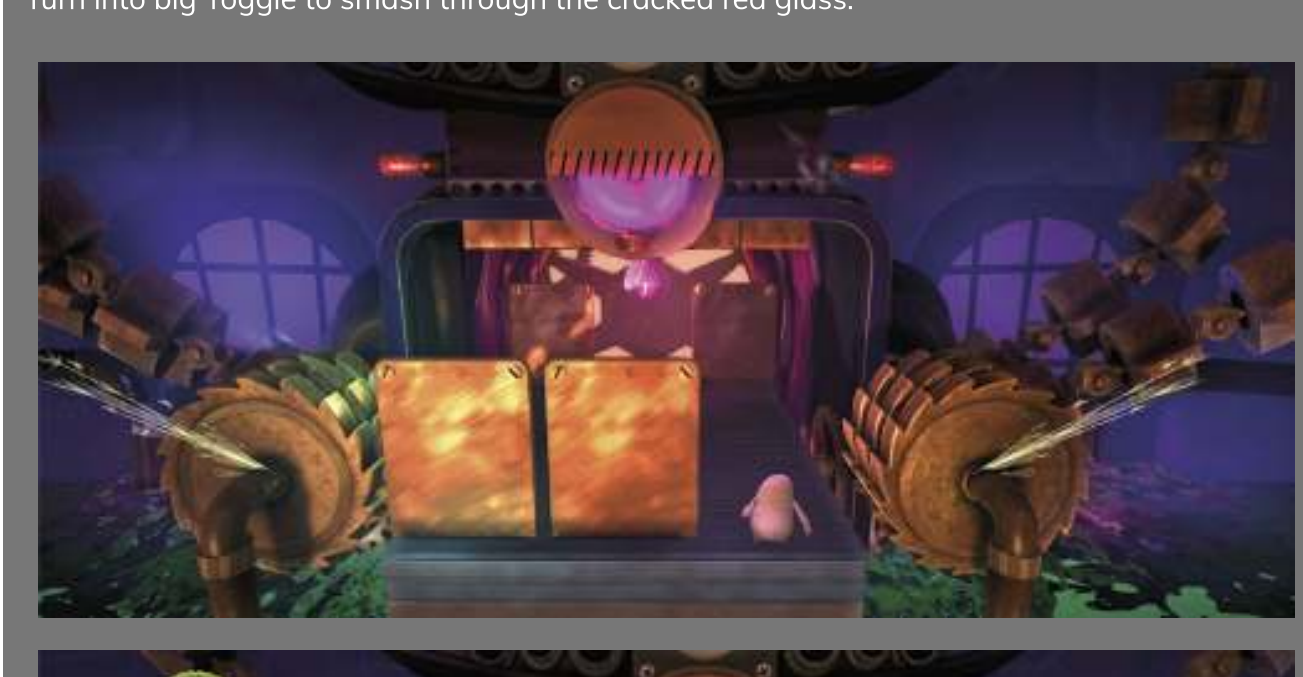
The team of heroes is reunited once more! Newton taunts them all, but he is soon caught up in his own internal monologue. Fighting the evil will of the Titans, he frees himself of their influence. Unfortunately, they no longer need him. The Titans, separated from Newton, assemble a monstrous mechanical contraption that swallows Newton whole. It's up to the combined efforts of all these heroes to save him and stop the Titans!

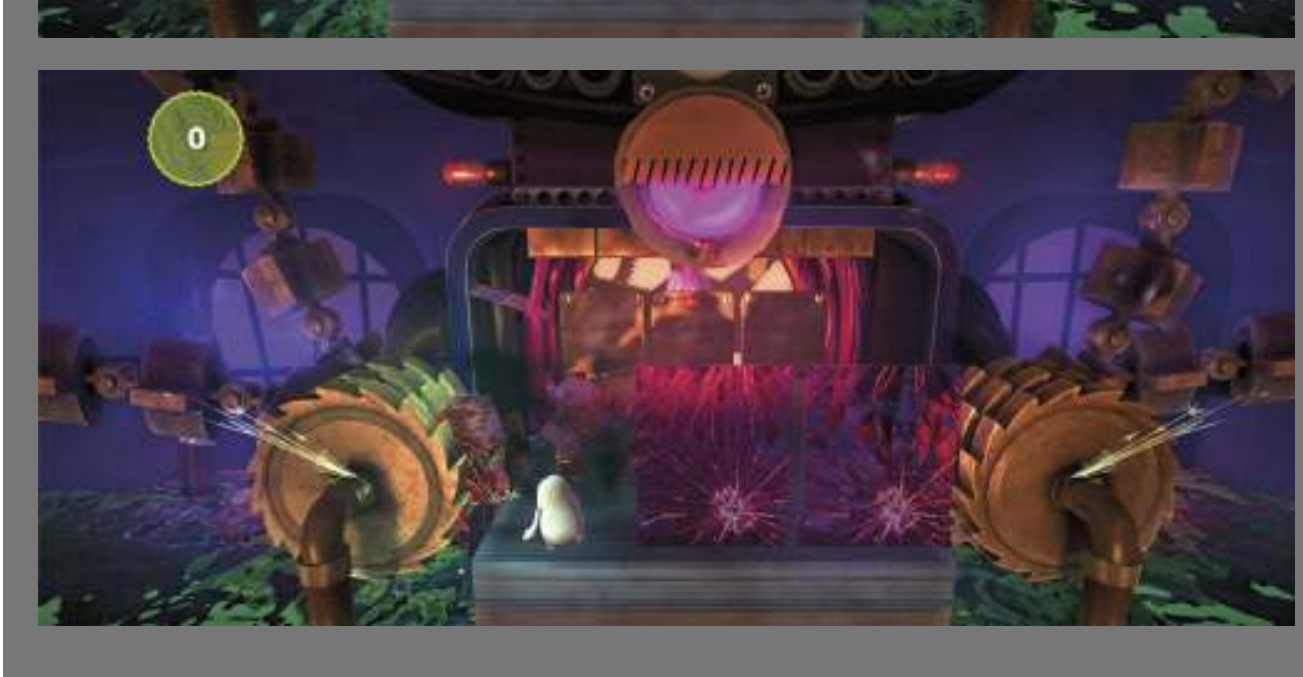
RELAY RALLY

Toggle's Time to Shine!

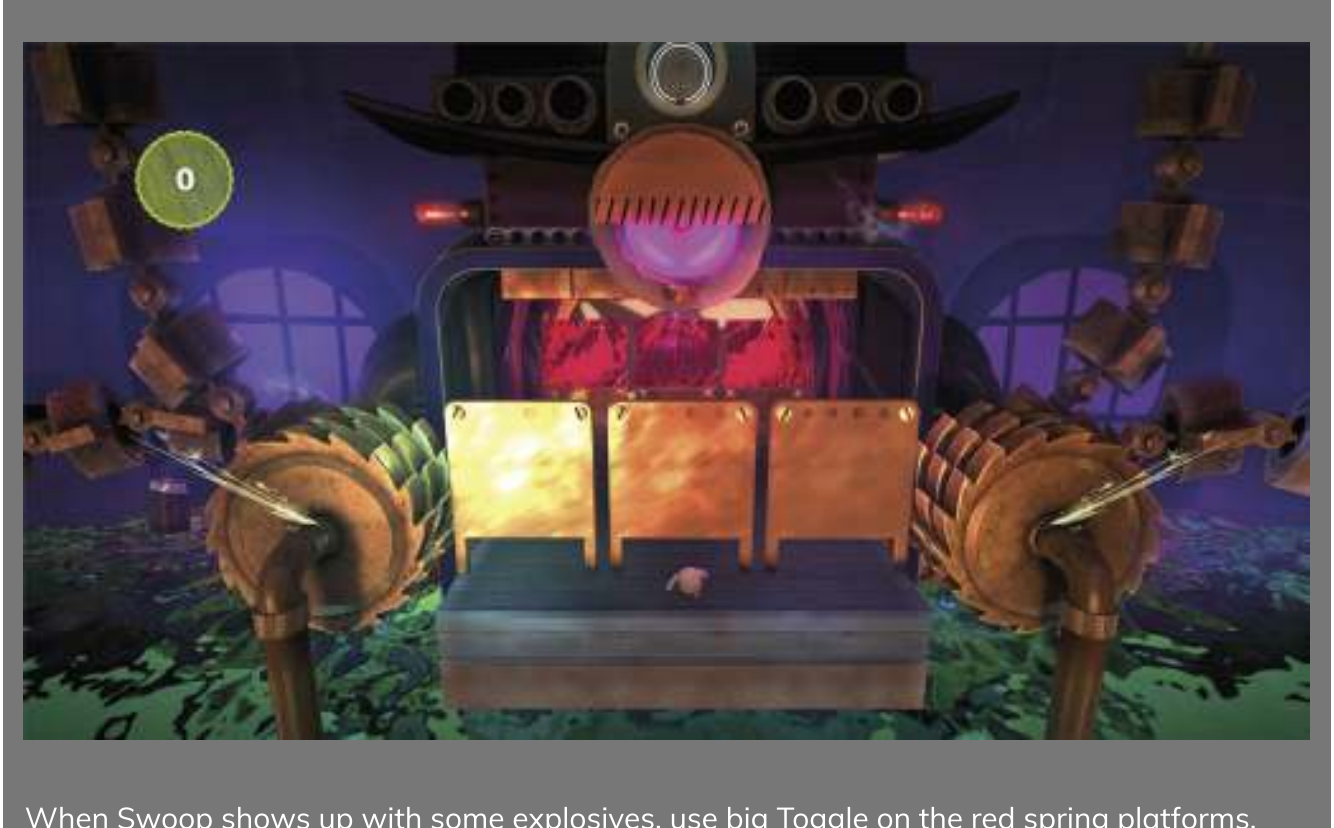
The Titan has stranded Toggle on a fiendish conveyor belt. The health benefits of the exercise are nothing compared to the sheer danger. Avoid being swept off by the metal walls that come down the conveyor.

Turn into big Toggle to smash through the cracked red glass.

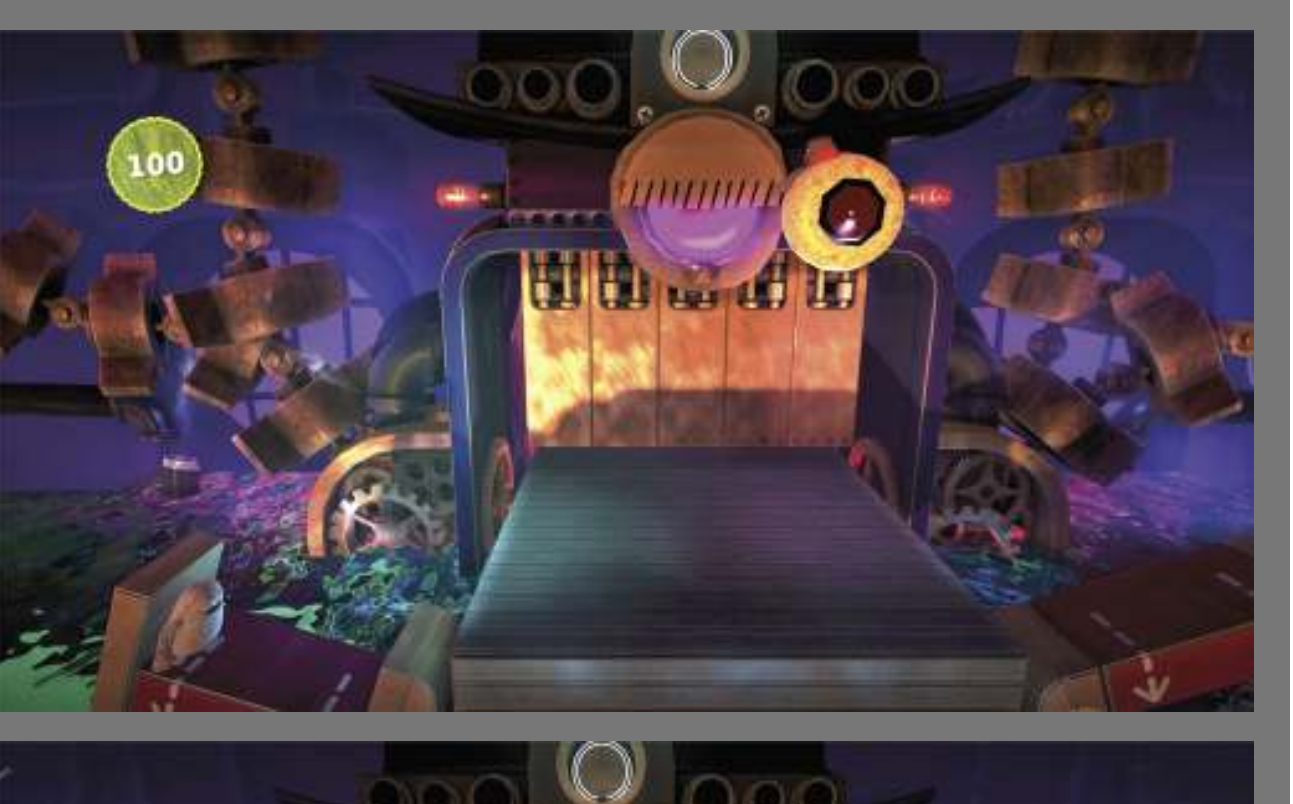


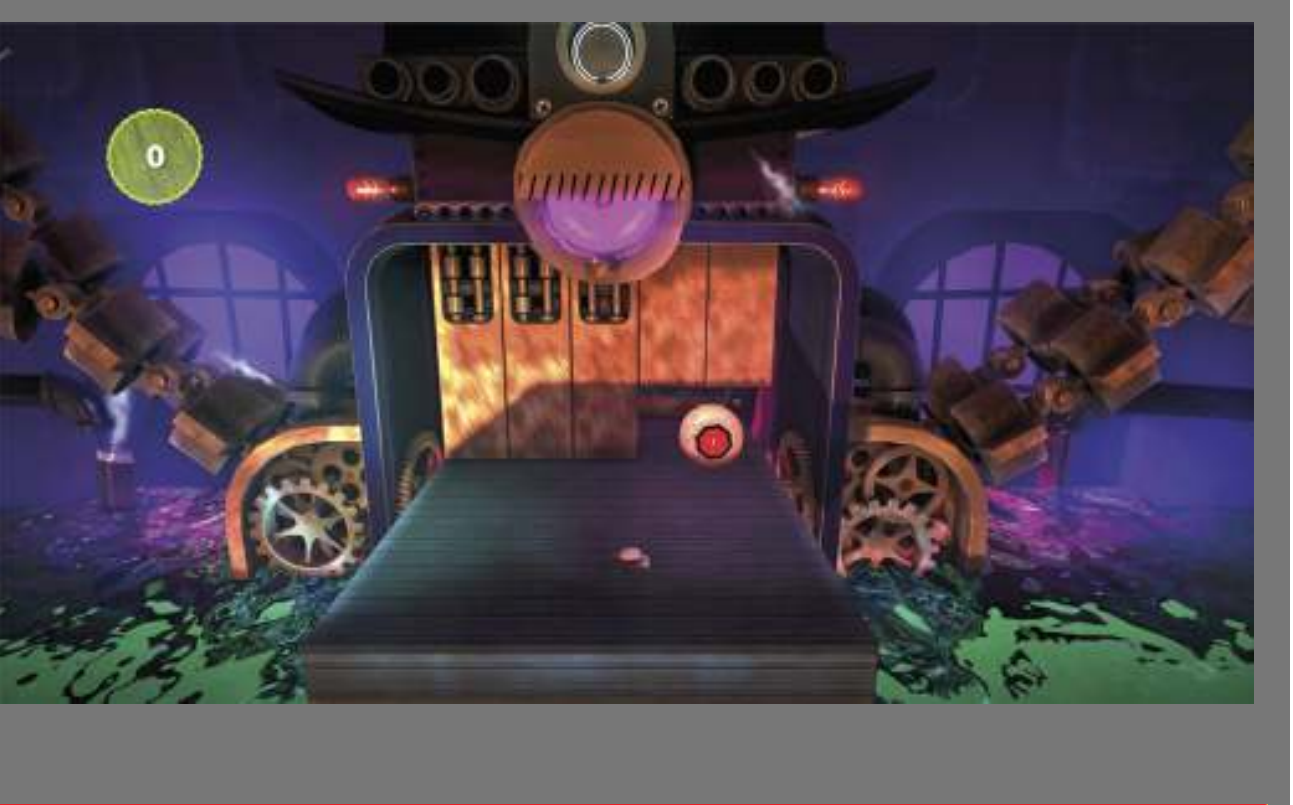


Shrink to tiny Toggle to squeeze under low gaps.



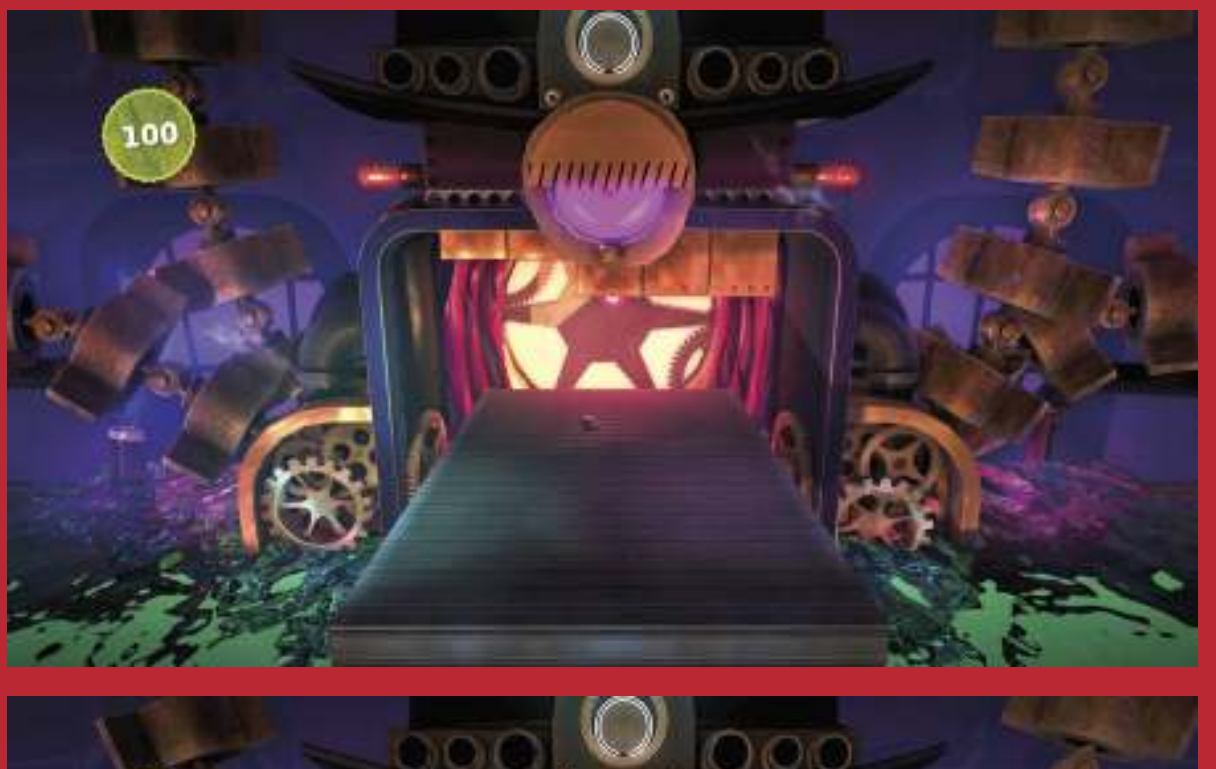
When Swoop shows up with some explosives, use big Toggle on the red spring platforms, and then shrink to launch up. Grab the explosive from Swoop in mid-air, and drop it on the conveyor belt. Position it in the spaces between the stamping metal pounders.

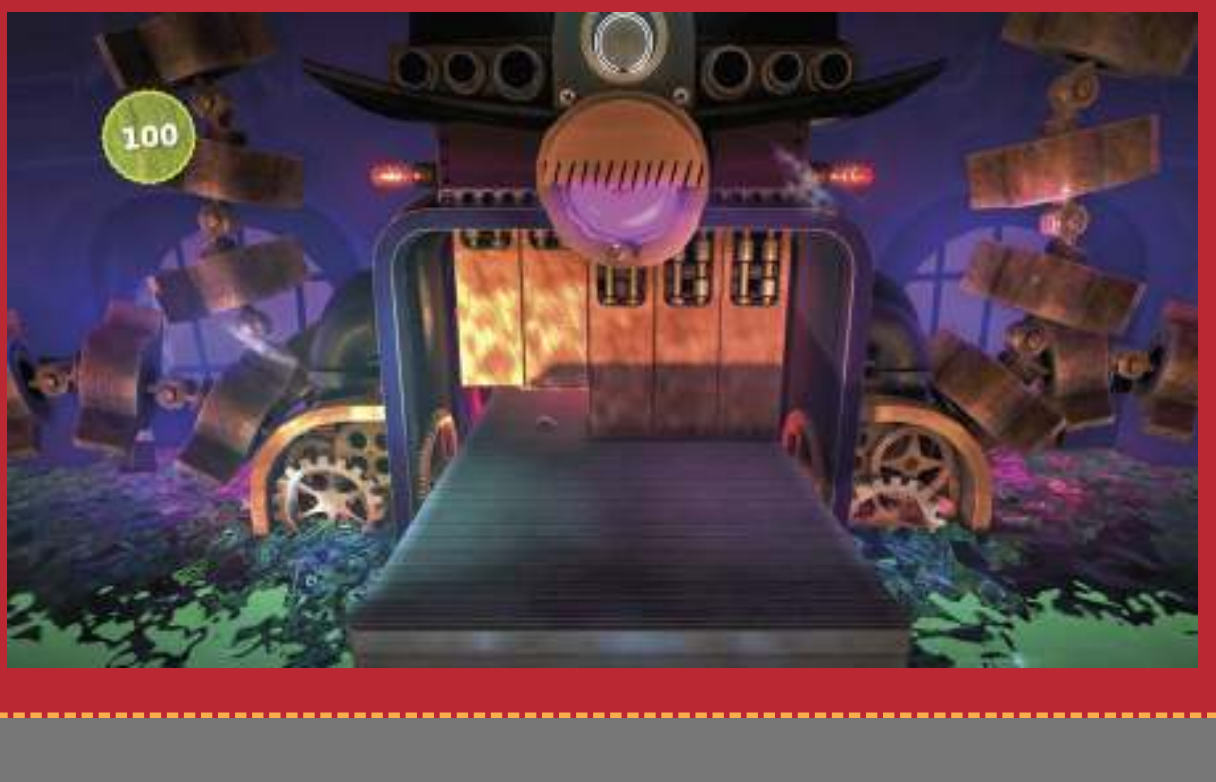




DEATH FROM ABOVE!

Be careful in dodging the stamping pounders when Toggle must avoid them. Look near the top of the screen to predict where Toggle can safely stand to avoid being squished.

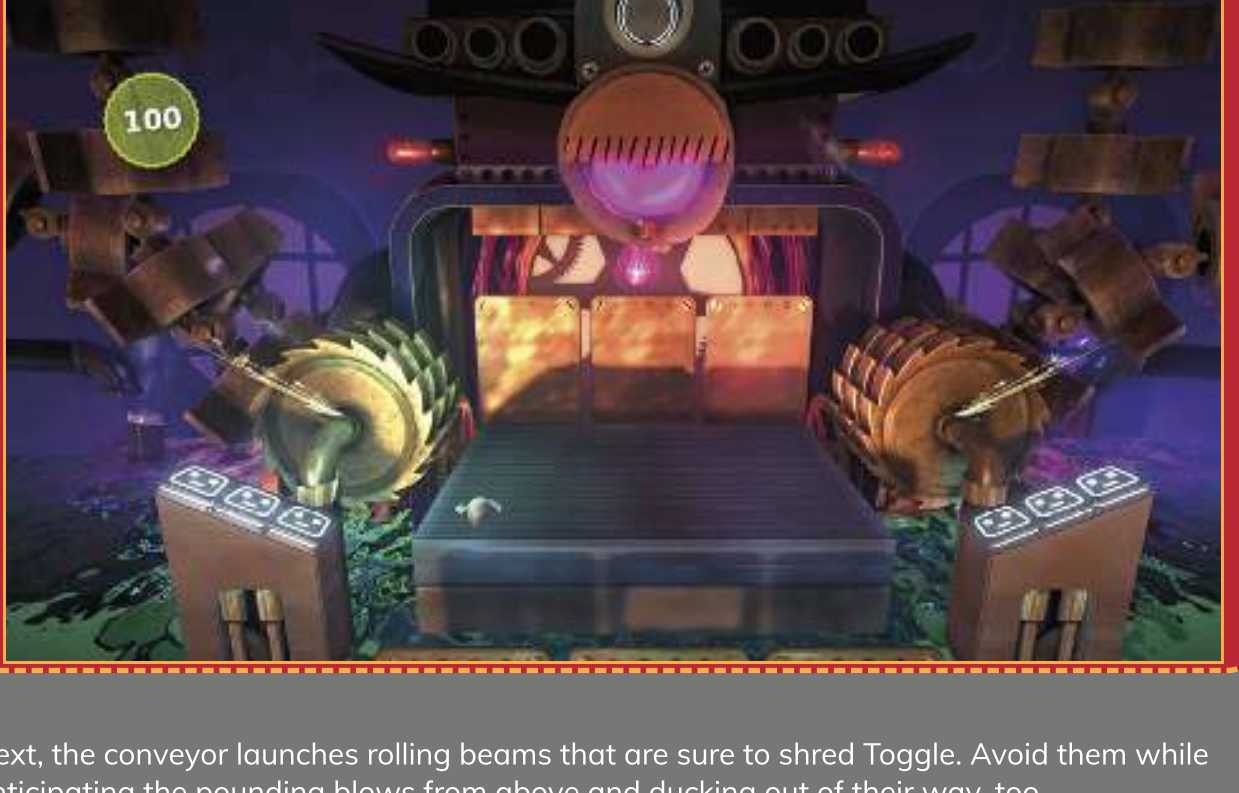




Keep dodging the obstacles and sending explosives down the conveyor belt when Swoop shows up.

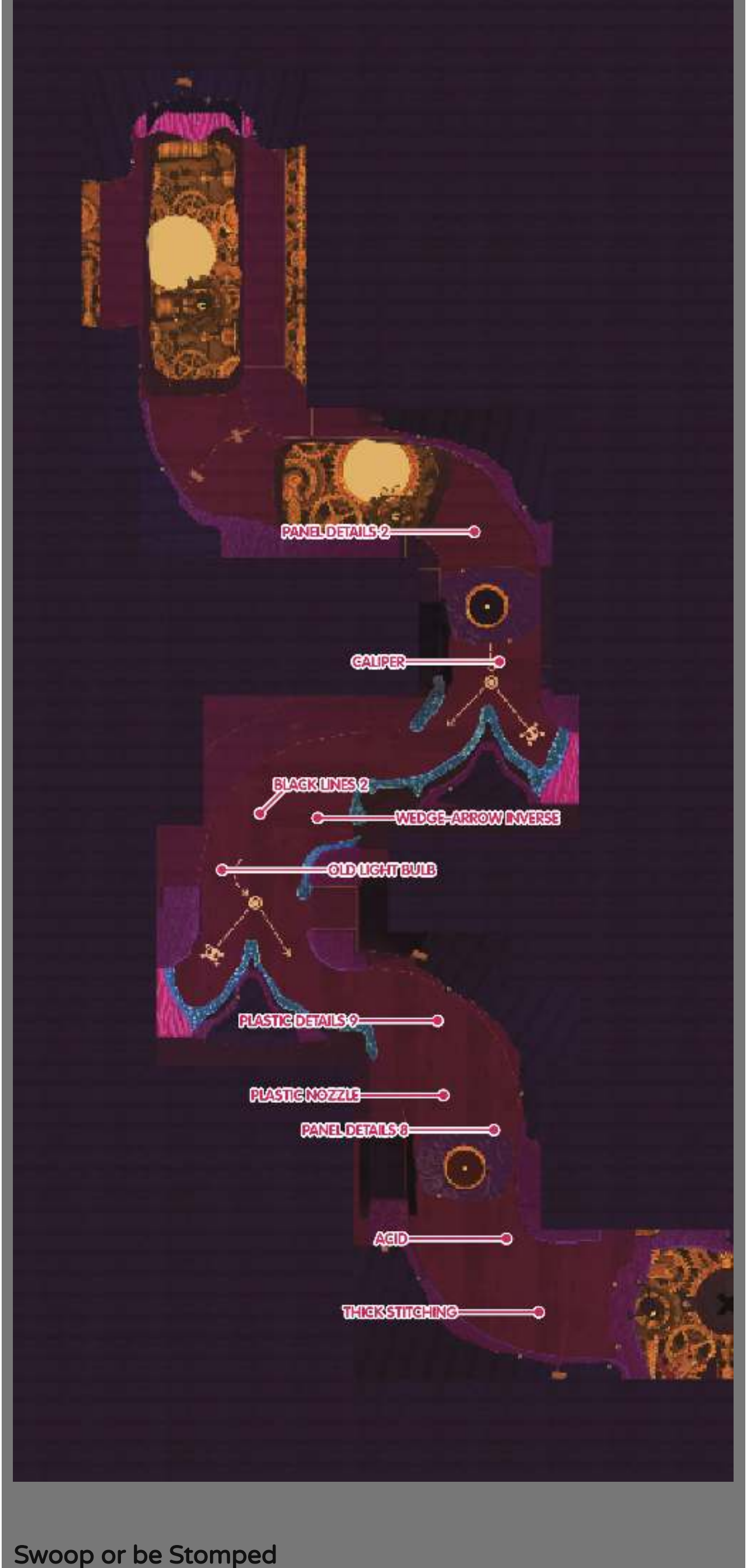
KEEP CALM, AND BOUNCE ON

Don't panic when a solid wall of obstacles appears. The sets of Bounce Pads to either side of the conveyor aid in easily avoiding them.



Next, the conveyor launches rolling beams that are sure to shred Toggle. Avoid them while anticipating the pounding blows from above and ducking out of their way, too.

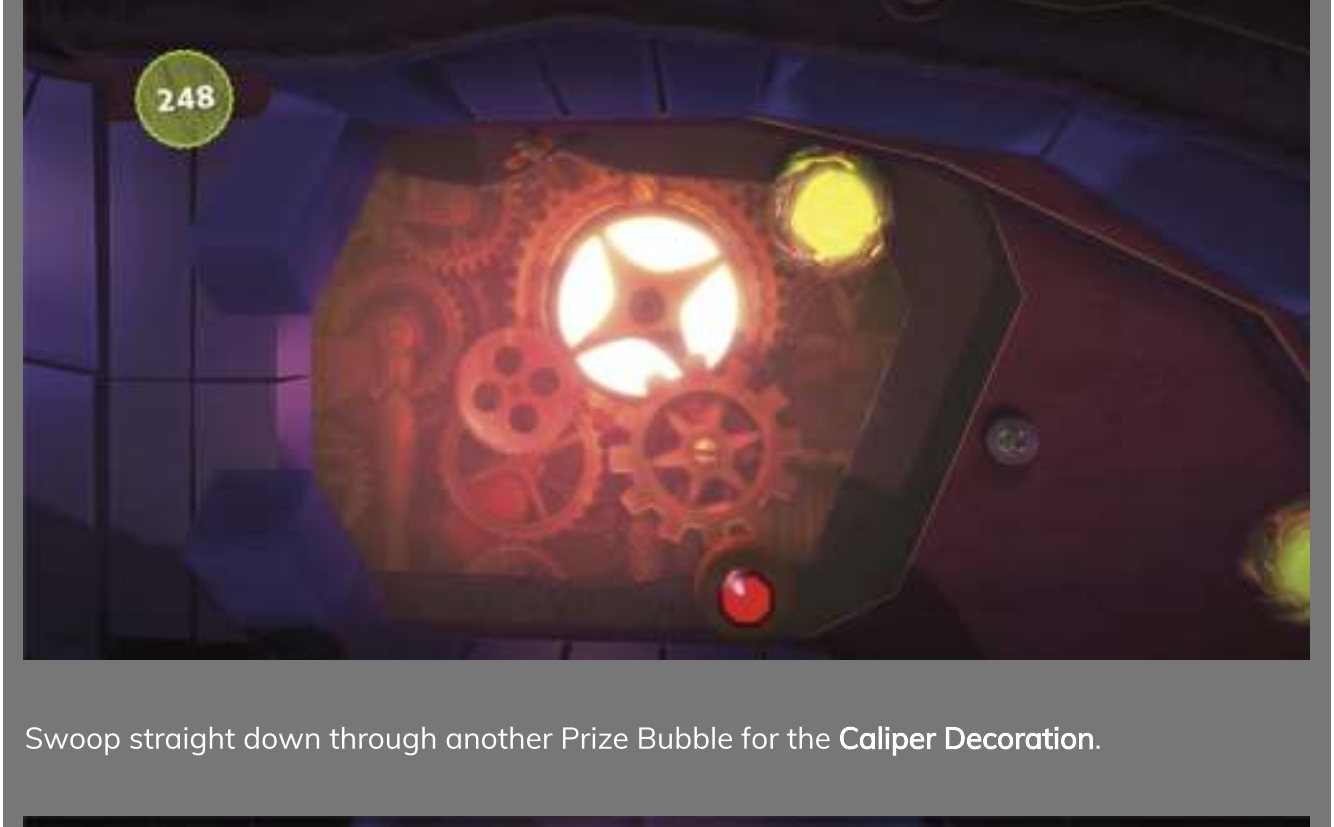
Toggle's desperation is palpable, and the next explosive makes it past the mouth of the machine into its innards. Now it's up to Swoop to guide it onward to the heart of the Titan's madness.



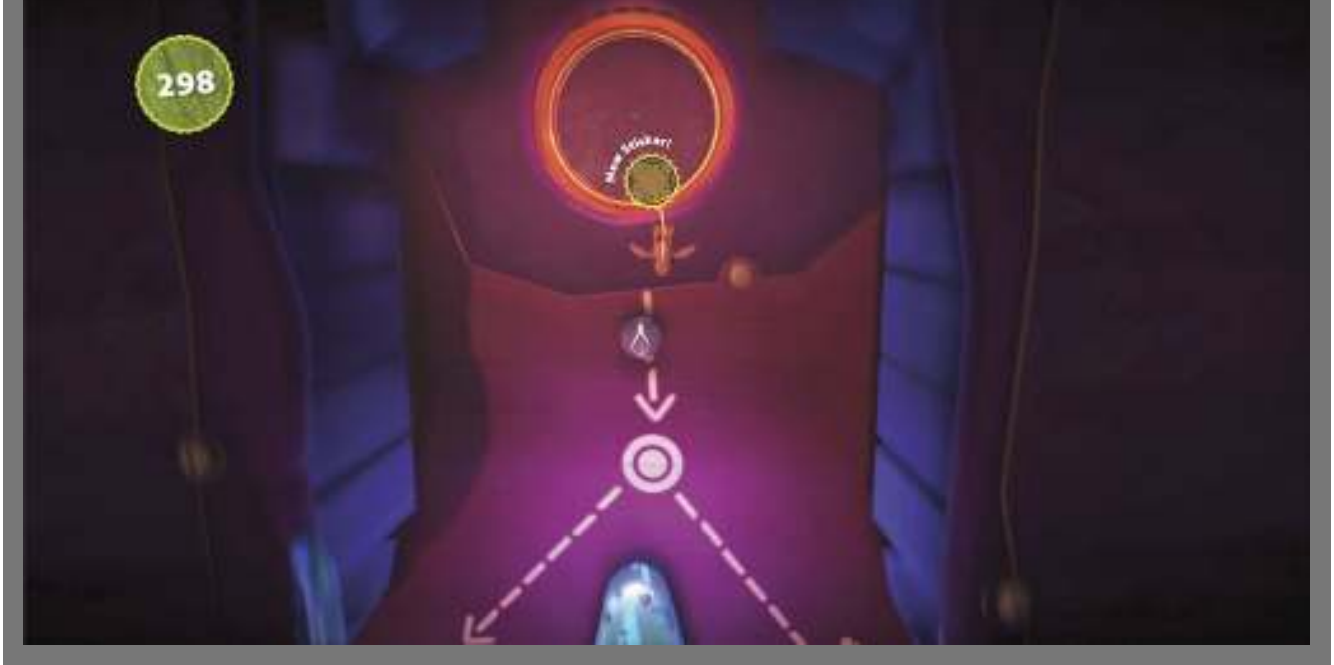
Swoop or be Stomped

Swoop has his work cut out for him. In fact, rather than carrying the explosive, he must chase after it. The walls here are closing in on the invading threat, so any hesitation is simply out of the question.

Swoop down to build up speed. Weave between two glowing balls of deadly plasma. Make sure to pop the **Panel Details 2 Sticker** Prize Bubble.

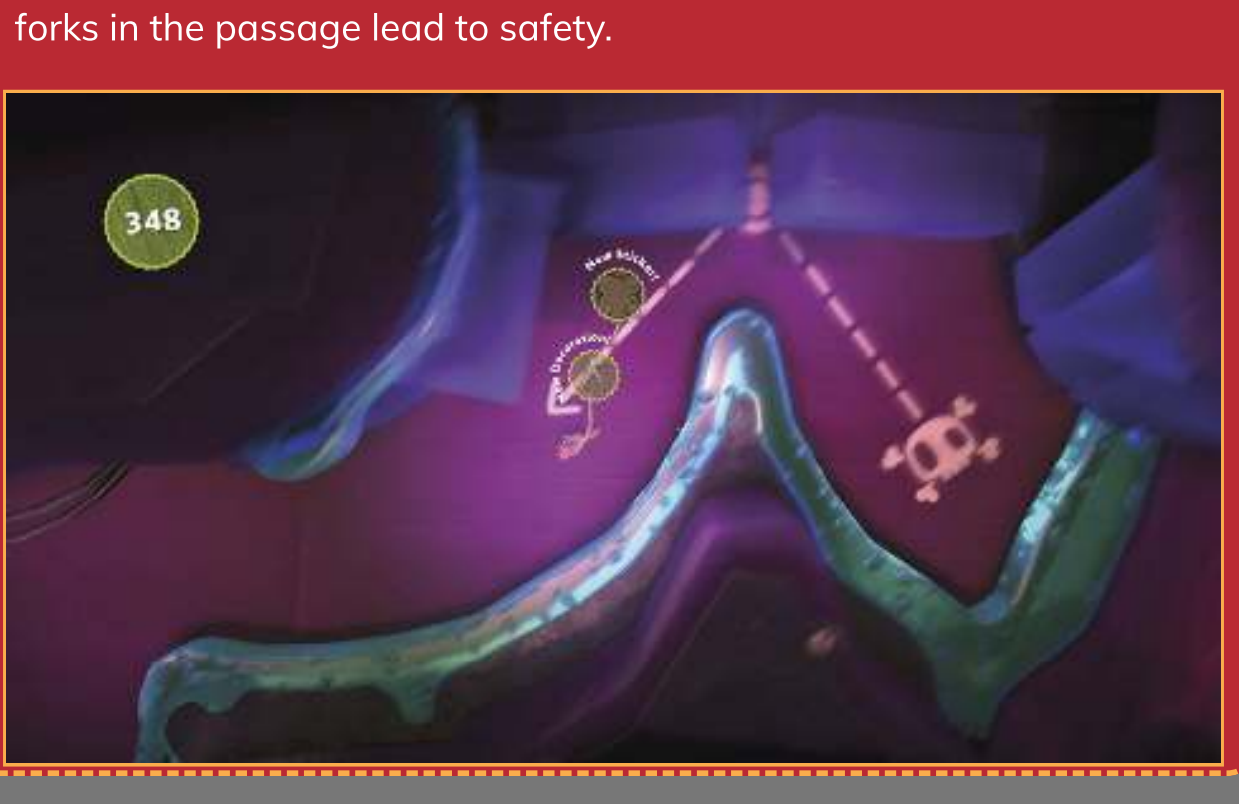


Swoop straight down through another Prize Bubble for the **Caliper Decoration**.

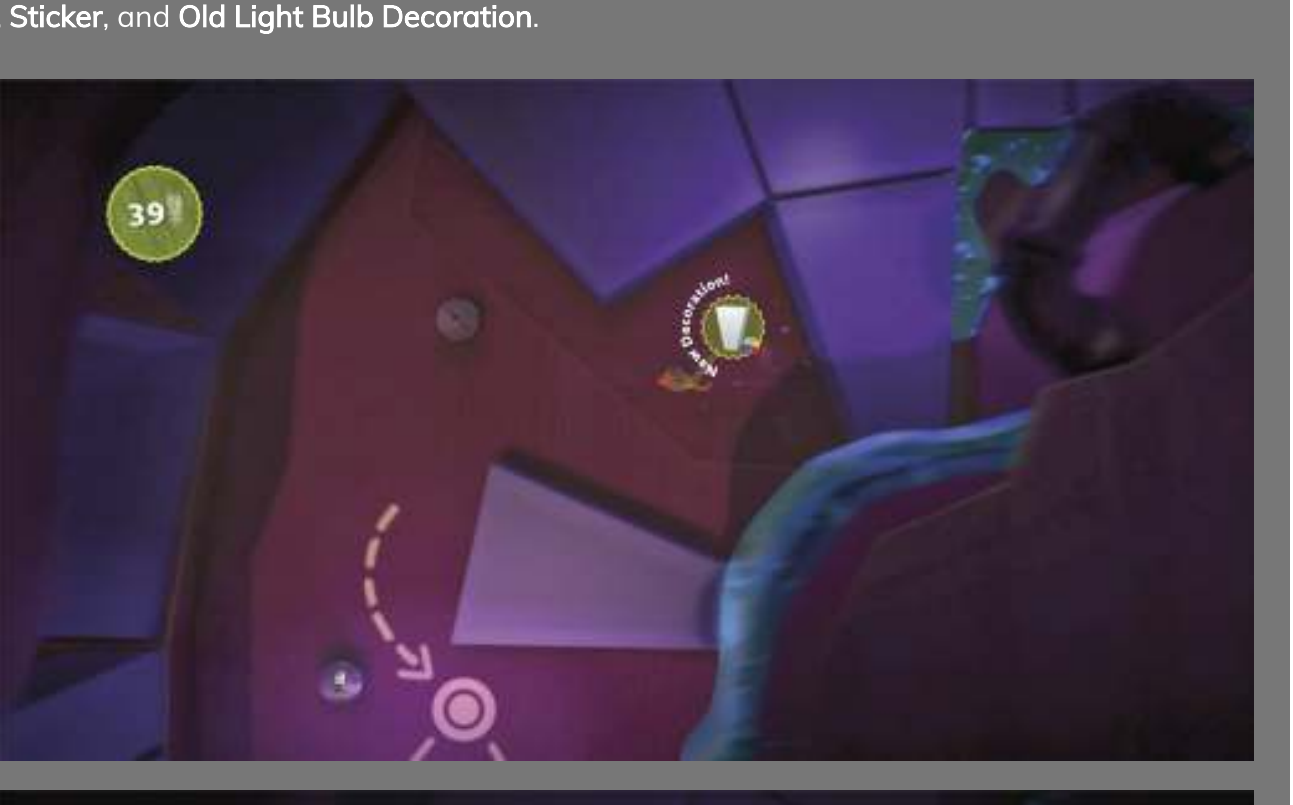


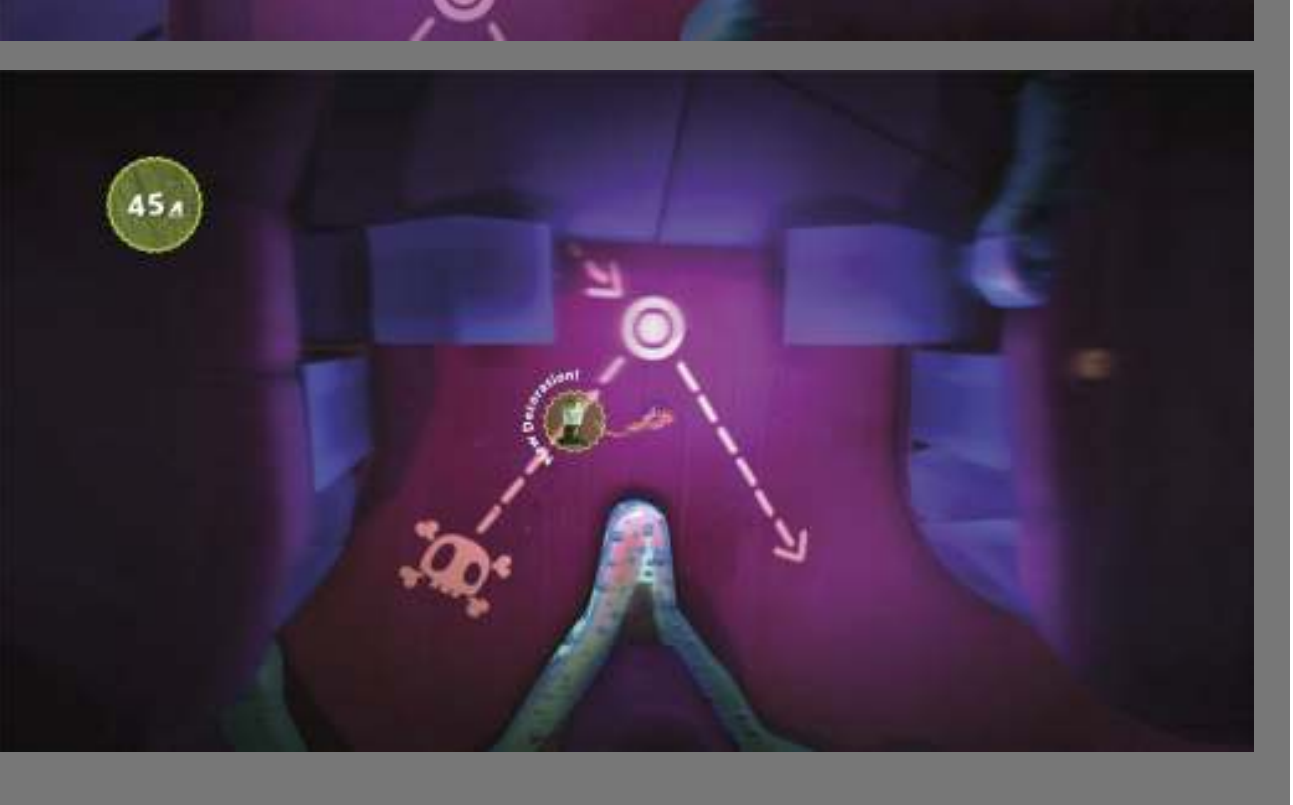
FORK FINESSE

Follow the white markings on the walls showing which routes at the forks in the passage lead to safety.

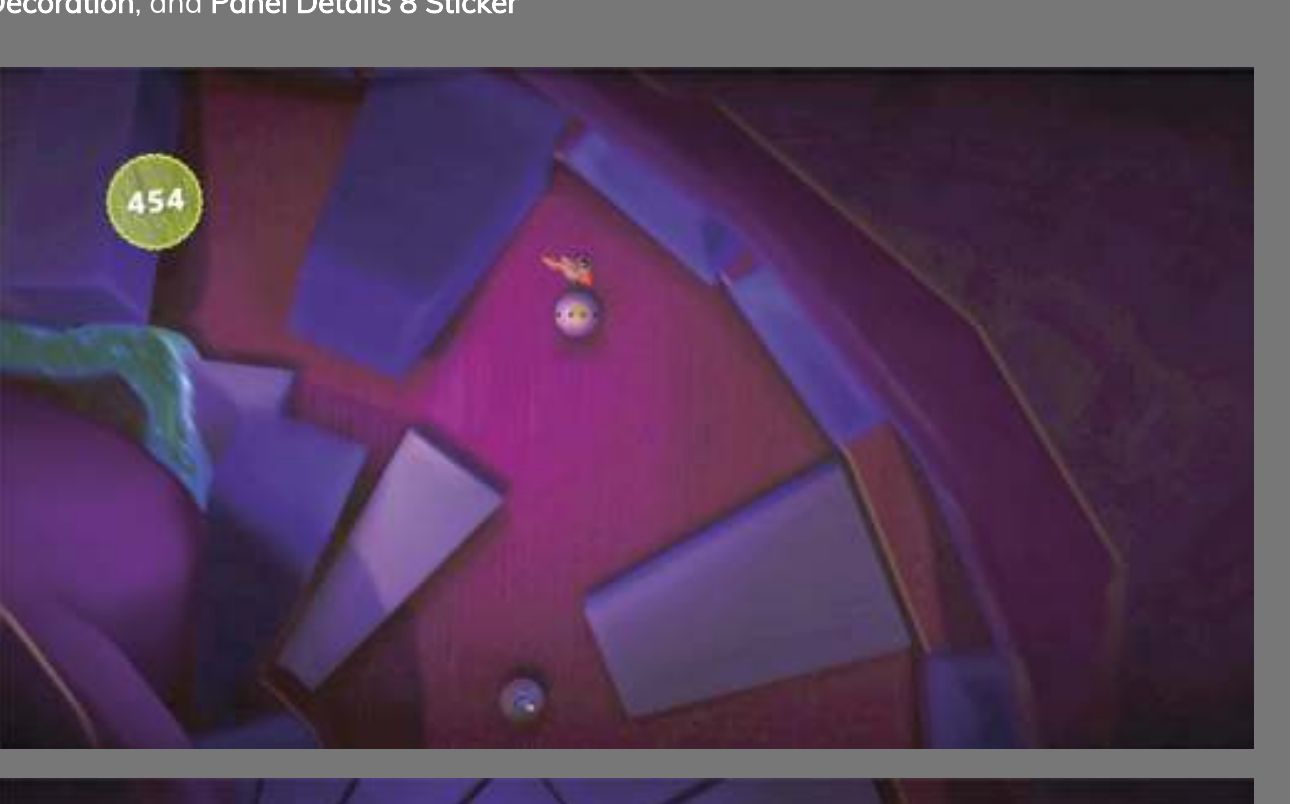


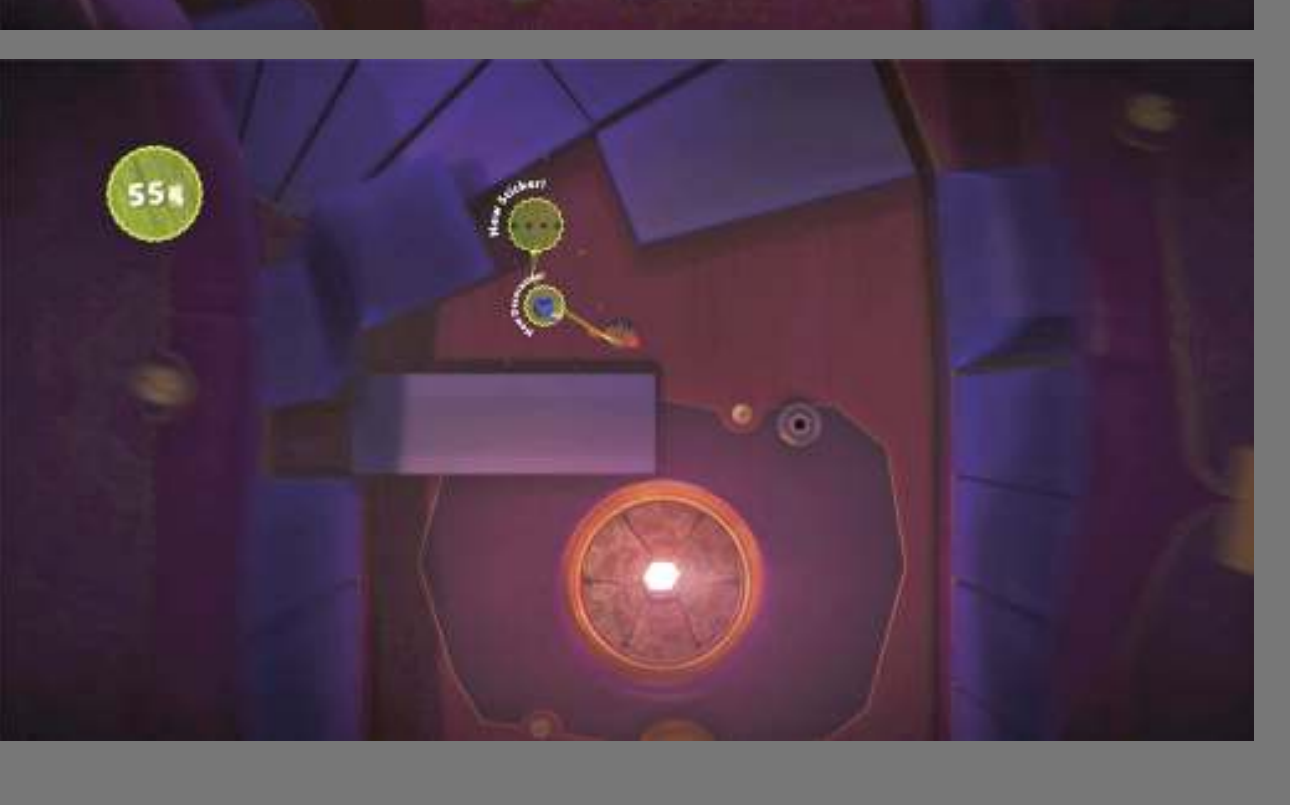
Carefully navigate through the increasingly narrow passage while more walls close in. Don't miss the three Prize Bubbles that offer up the **Wedge–Arrow Inverse Decoration**, **Black Lines 2 Sticker**, and **Old Light Bulb Decoration**.



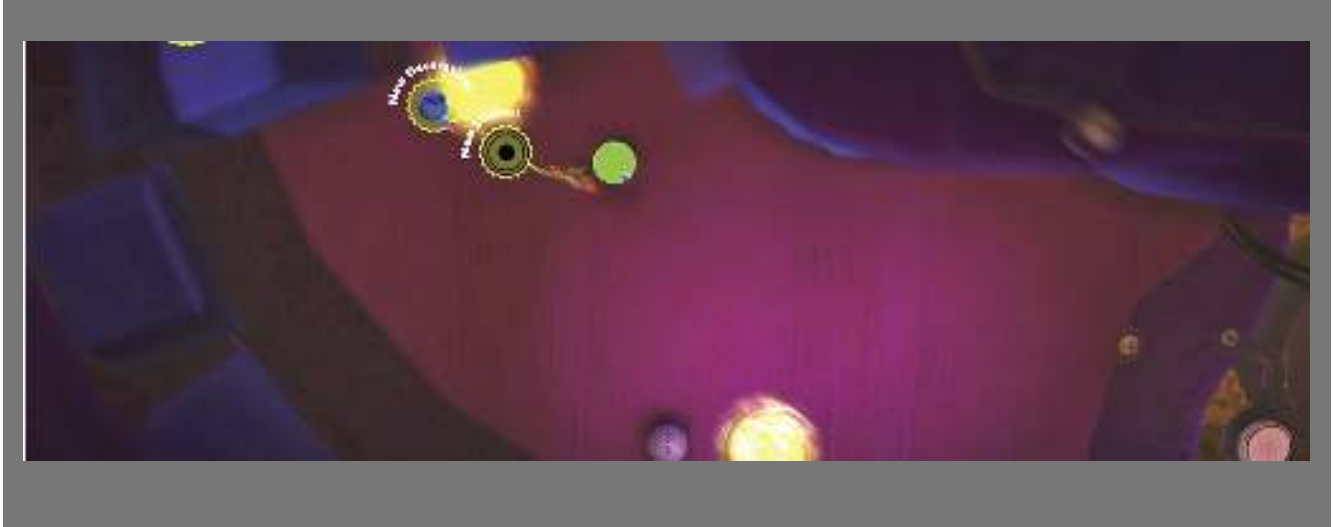


Avoid another deadly fork, and begin swerving side to side around the blue walls. Glide through the three Prize Bubbles that hold the **Panel Details 9 Sticker**, **Plastic Nozzle Decoration**, and **Panel Details 8 Sticker**.

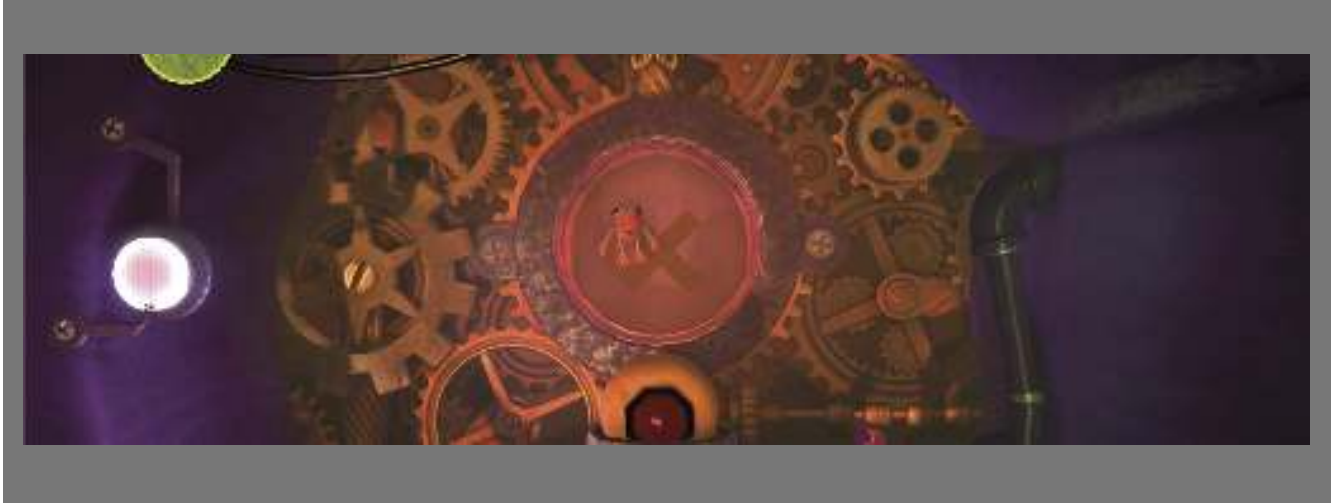


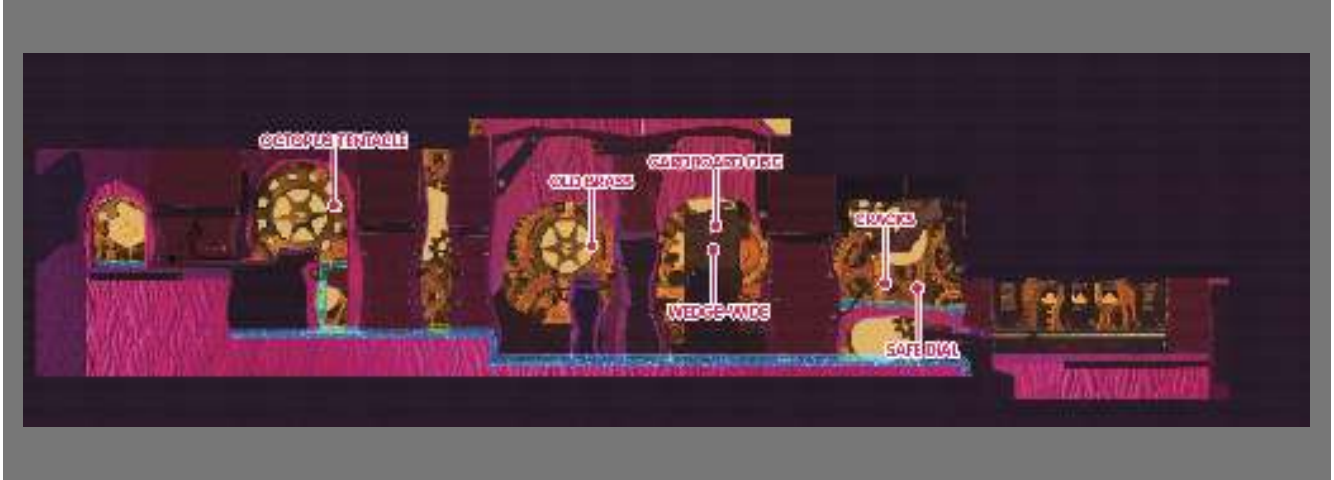


Only two Prize Bubbles remain before the end of this claustrophobic chamber is in sight. Gracefully fetch the **Acid Material** and **Thick Stitching Sticker** from within their Prize Bubbles.



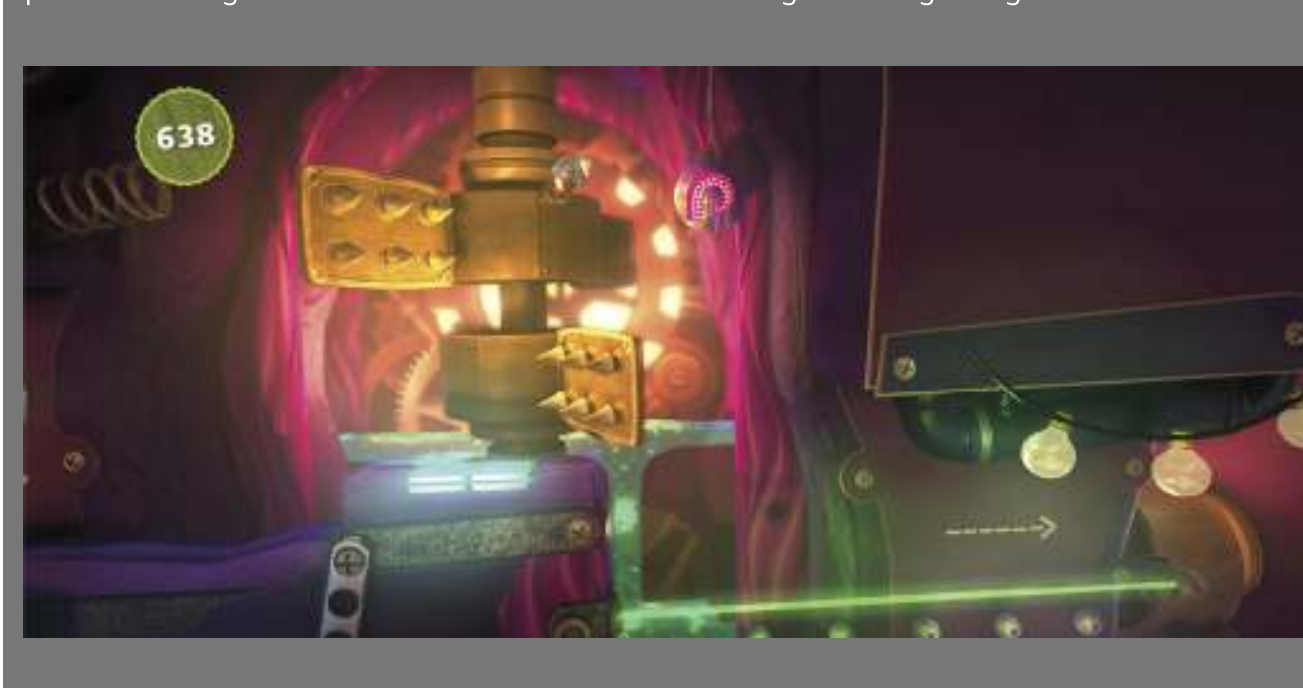
At last, past the danger and caught up to the explosive, Swoop can briefly catch his breath. Pick up the explosive, and drop it into the open pipe to send it onward in its mission.



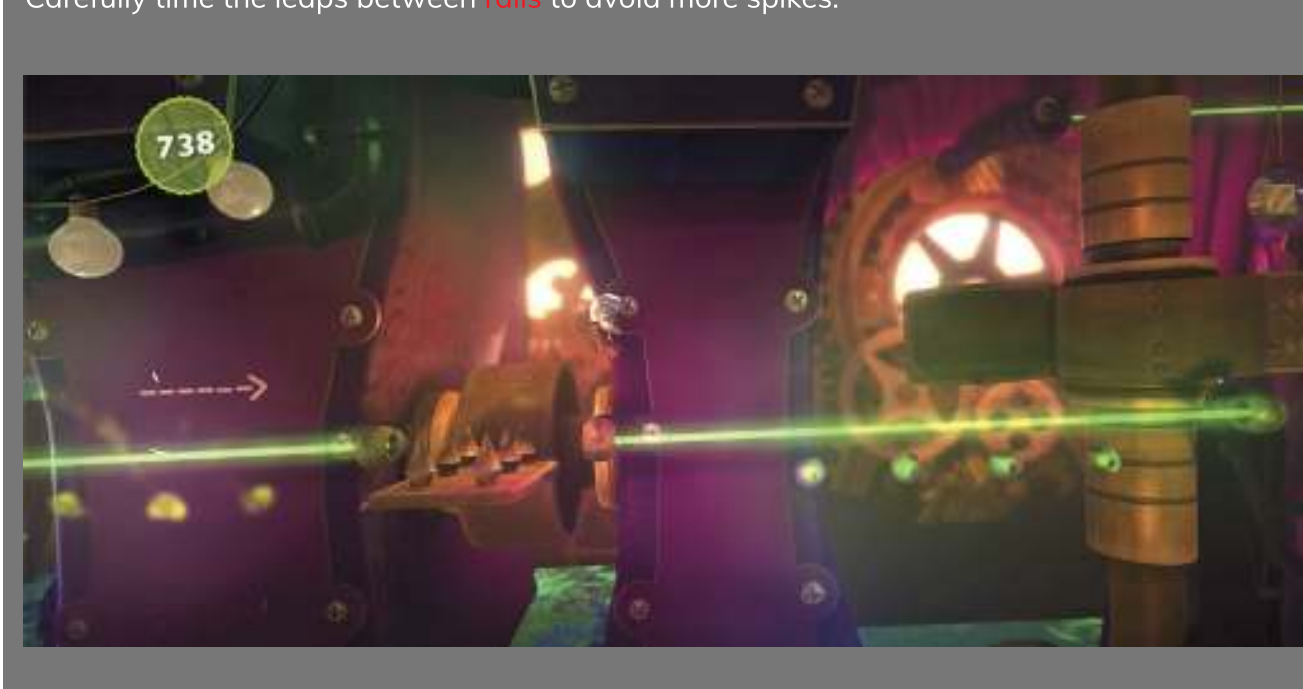


Hooked on Helping

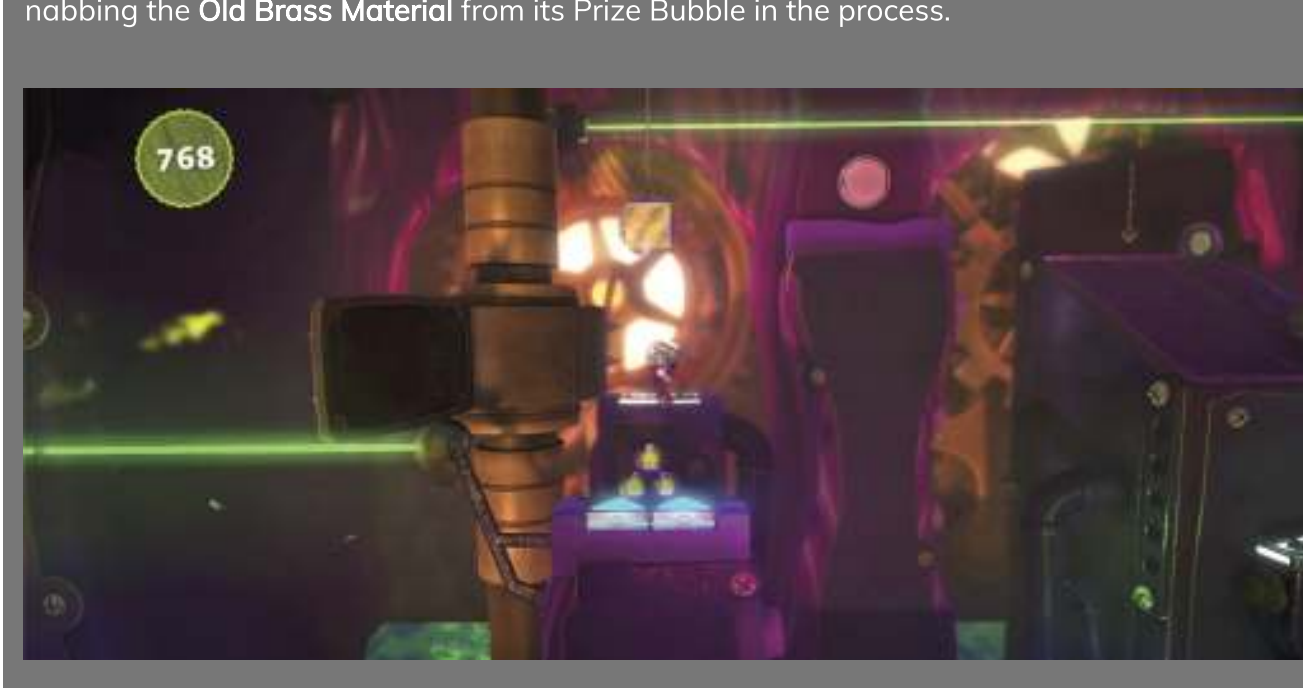
It's your sack person's turn to chip in, but you must catch up with the explosive first. Get your Hook Hat handy; it's the key to getting around. Carefully avoid the spinning spikes, using the Blue Bounce Pads to fly over them and through the **Octopus Tentacle Sticker**. Catch your sack person on the green rail with the Hook Hat before falling into the green gunk below.



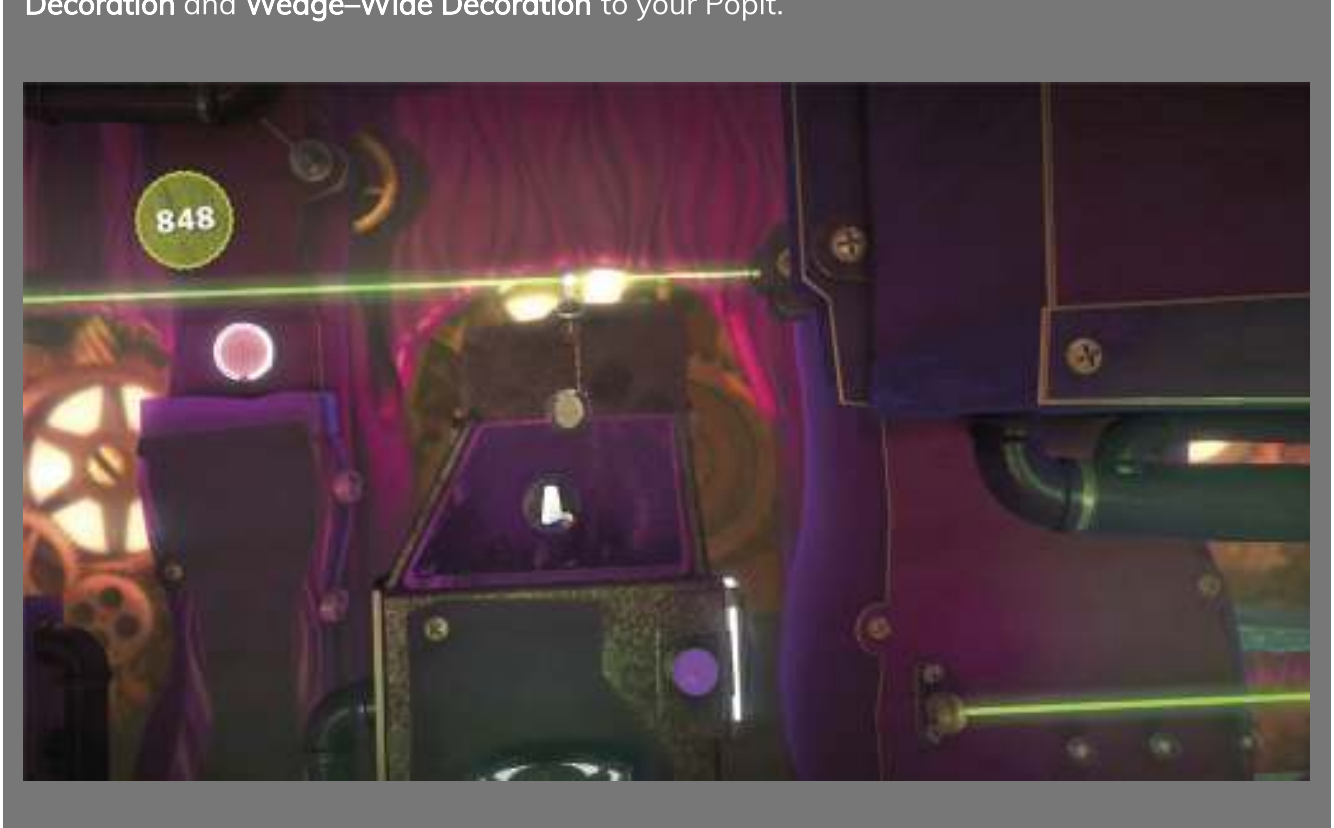
Carefully time the leaps between rails to avoid more spikes.



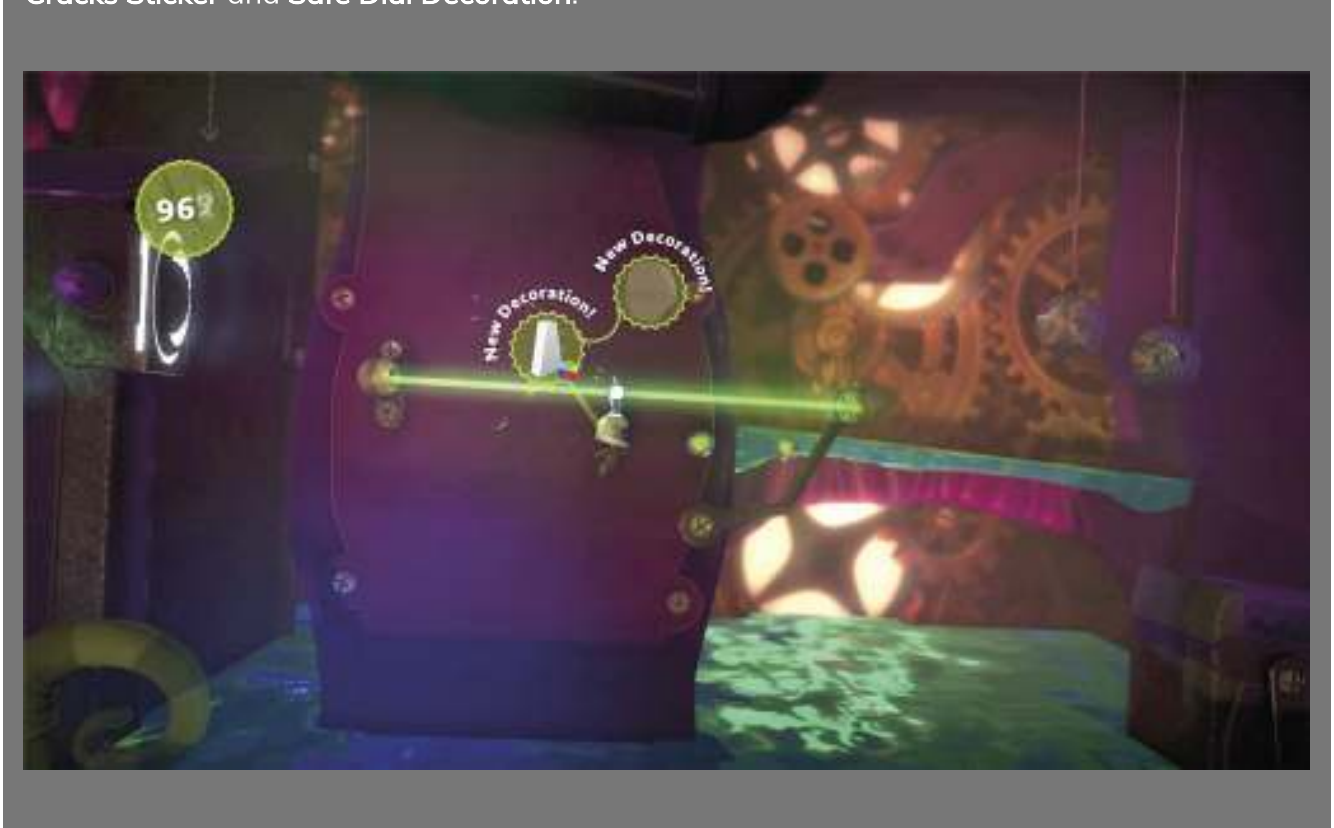
Detach from the rail to land on Blue Layer Launchers. Use them to fly to the background, nabbing the **Old Brass Material** from its Prize Bubble in the process.



Take Bounce Pads to another rail leading to the right. Line up your sack person with the Prize Bubbles on the slide, and then detach. Slide through it, adding the **Cardboard Disc Decoration** and **Wedge–Wide Decoration** to your Popit.



Fall through the Velociporter, and keep R1 pressed coming out of the other side. Reattach to the rail there, and pop the two Prize Bubbles lined up ahead between the rails for their **Cracks Sticker** and **Safe Dial Decoration**.

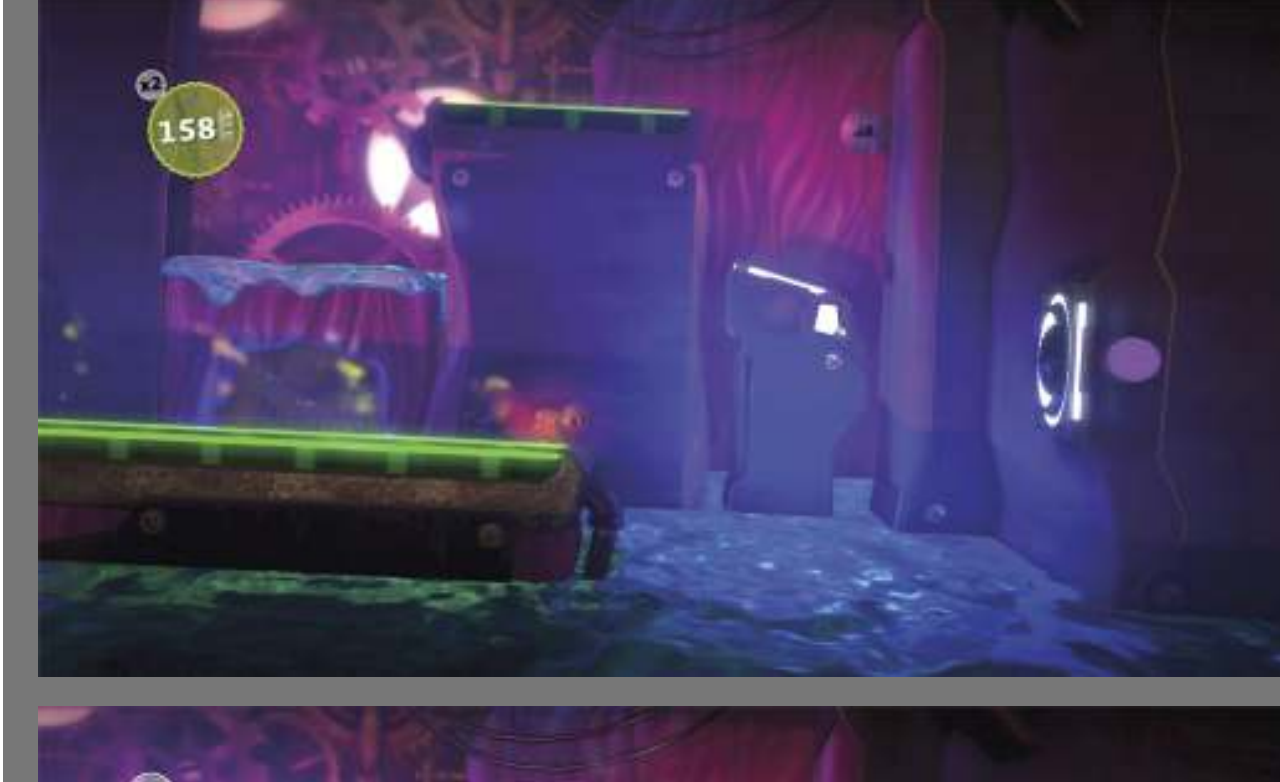


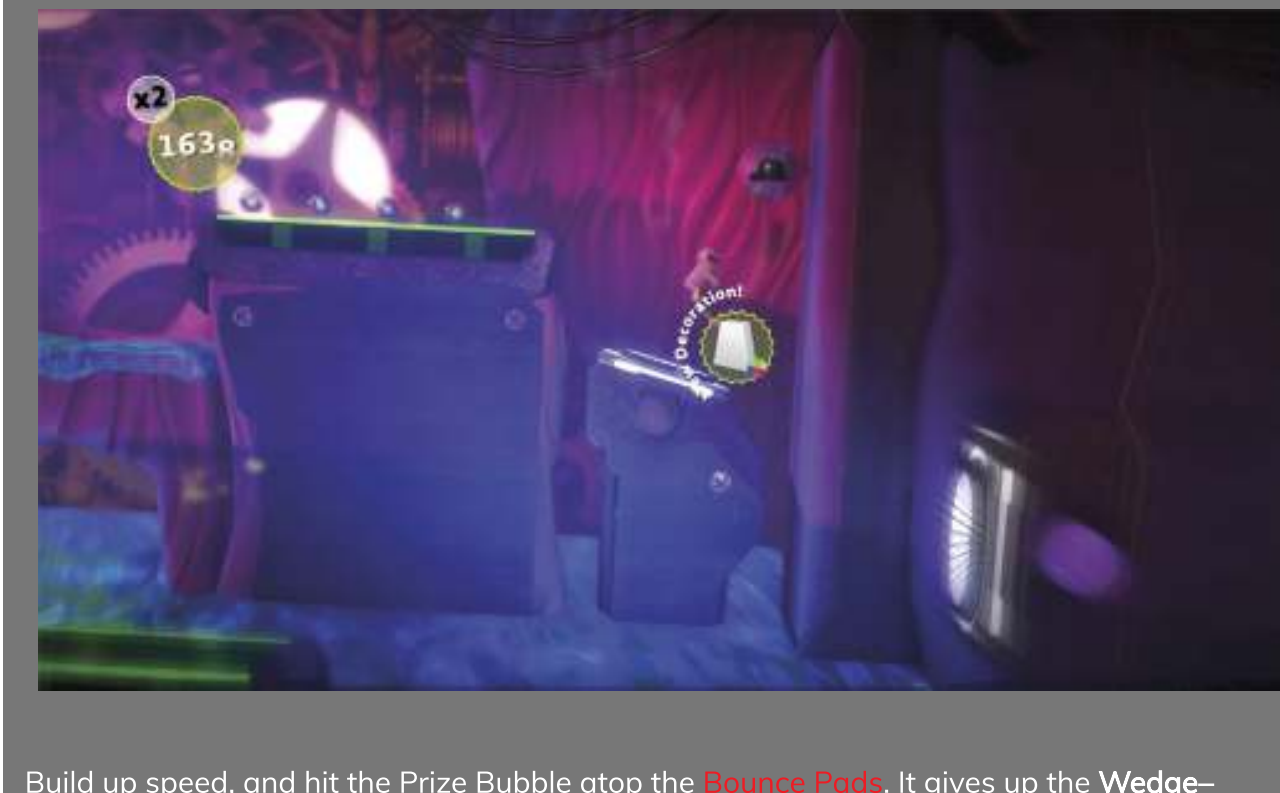
You can finally put that explosive to good use. Use the Blue Bounce Pads to reach the three overhead sponges protruding from the ceiling. Each corresponds to a masher in the background. As things shift side to side, smash the explosive to shatter the Titan's scheme.

With things falling apart all around them, your sack person and the dazed but relieved Newton hold on for dear life in a small lifeboat. Oddsock needs to race ahead and blast an escape avenue for them!

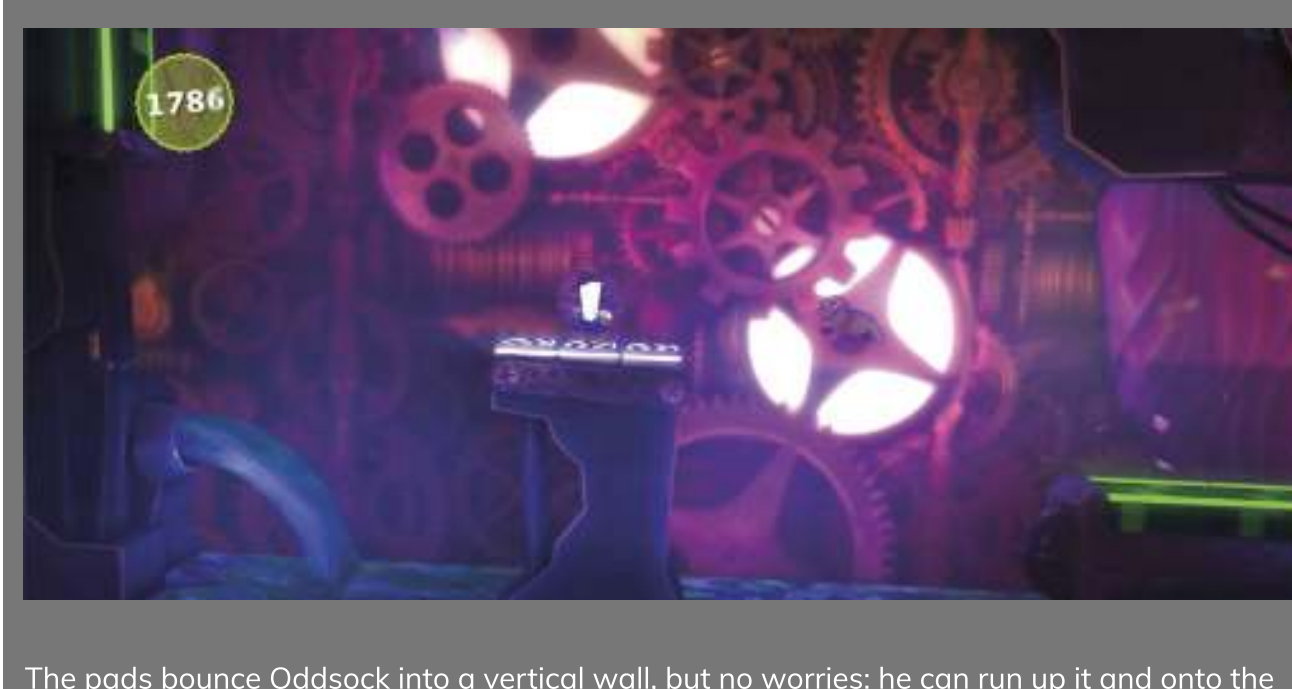
Race for Everyone's Life

As Oddsock, race straight ahead to the right without hesitation and leap off, through the **Wedge–Large Decoration** into the Velociporter. Oddsock pops out the other side, literally flying through a Prize Bubble and obtaining its **Black Bowler Hat Decoration**. Wall jump to land safely, and keep running left.

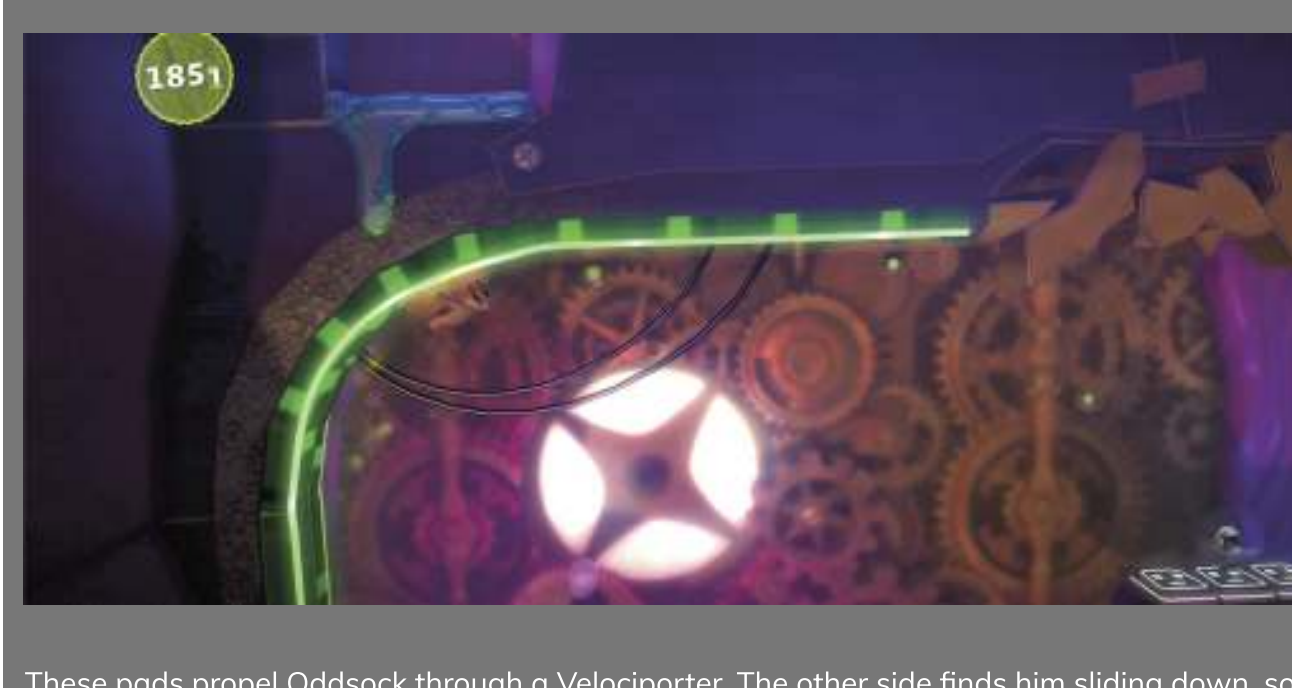




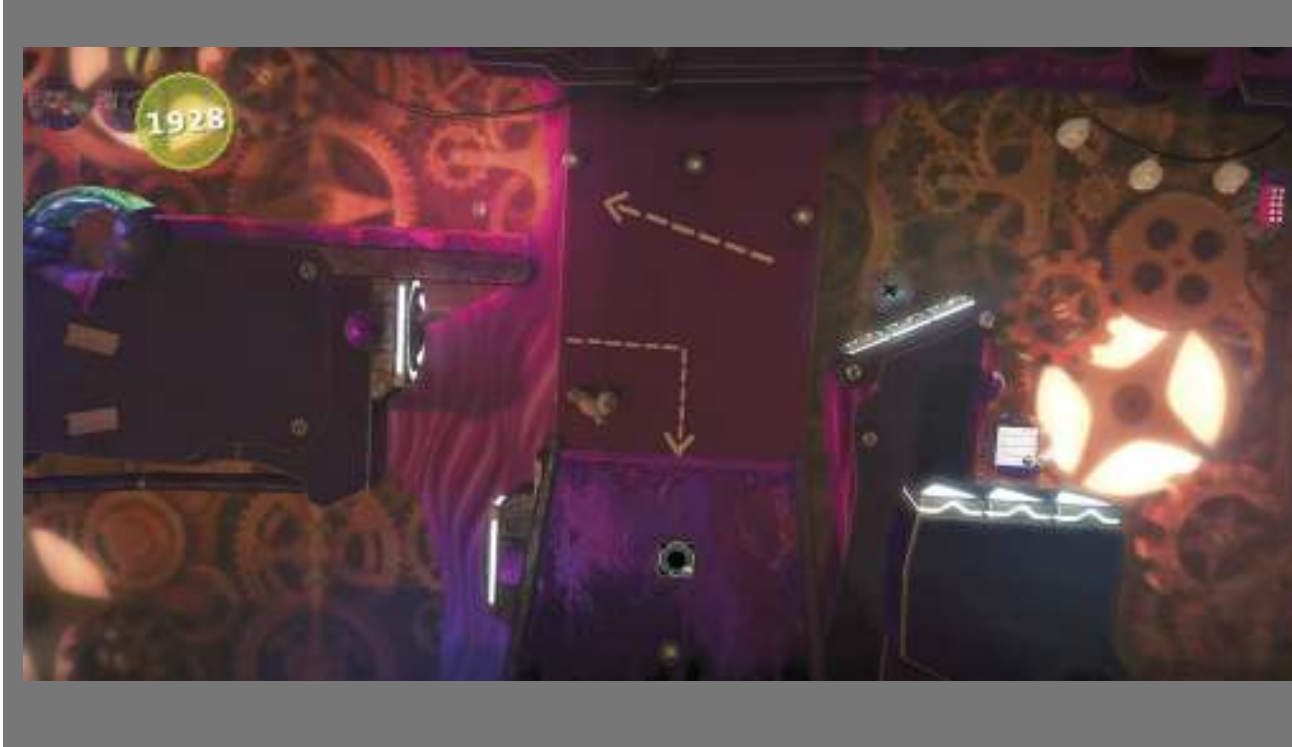
Build up speed, and hit the Prize Bubble atop the Bounce Pads. It gives up the **Wedge–Narrow Decoration**.



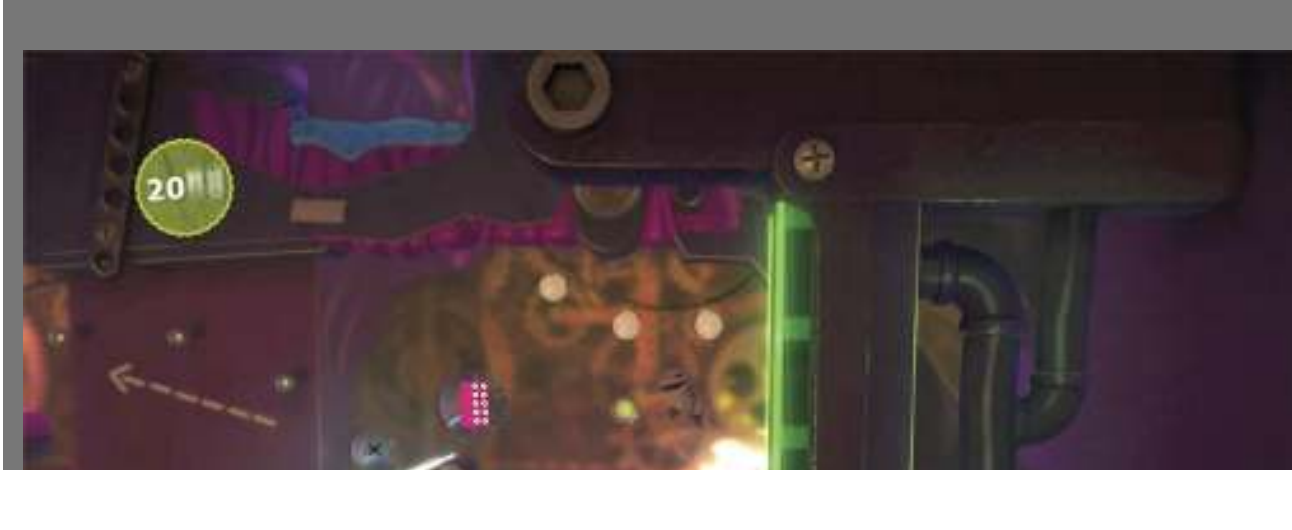
The pads bounce Oddsock into a vertical wall, but no worries: he can run up it and onto the ceiling. Wall jump off of the ceiling to bust the Prize Bubble below resting on the Bounce Pads. Enjoy the **Hook Hat Sticker**.

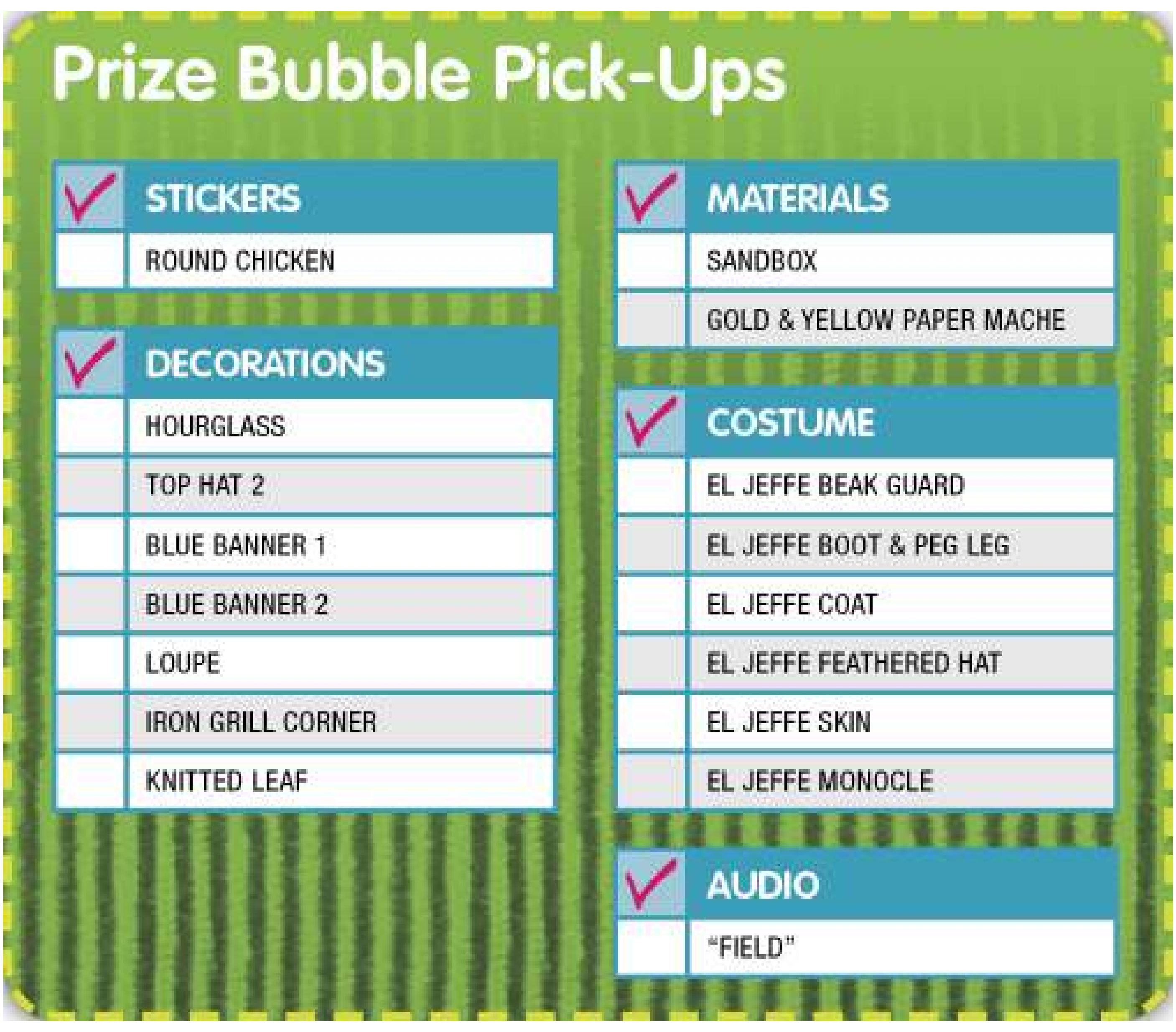


These pads propel Oddsock through a Velociporter. The other side finds him sliding down, so guide him through the Prize Bubble for the **Dissolving Ripple Decoration**.



Run up the wall to the right as far as possible to wall jump through the **Octopus Tentacle Section Sticker** Prize Bubble. On top of the Layer Launchers, land on another Prize Bubble, which gives you the **Conveyor Belt Material**. Flying into the background, Oddsock passes through a third Prize Bubble that releases the **Panel Details 7 Sticker**.





Prize Bubble Pick-Ups

☑ STICKERS
- ☐ ROUND CHICKEN

☑ DECORATIONS
- ☐ HOURGLASS
- ☐ TOP HAT 2
- ☐ BLUE BANNER 1
- ☐ BLUE BANNER 2
- ☐ LOUPE
- ☐ IRON GRILL CORNER
- ☐ KNITTED LEAF

☑ MATERIALS
- ☐ SANDBOX
- ☐ GOLD & YELLOW PAPER MACHE

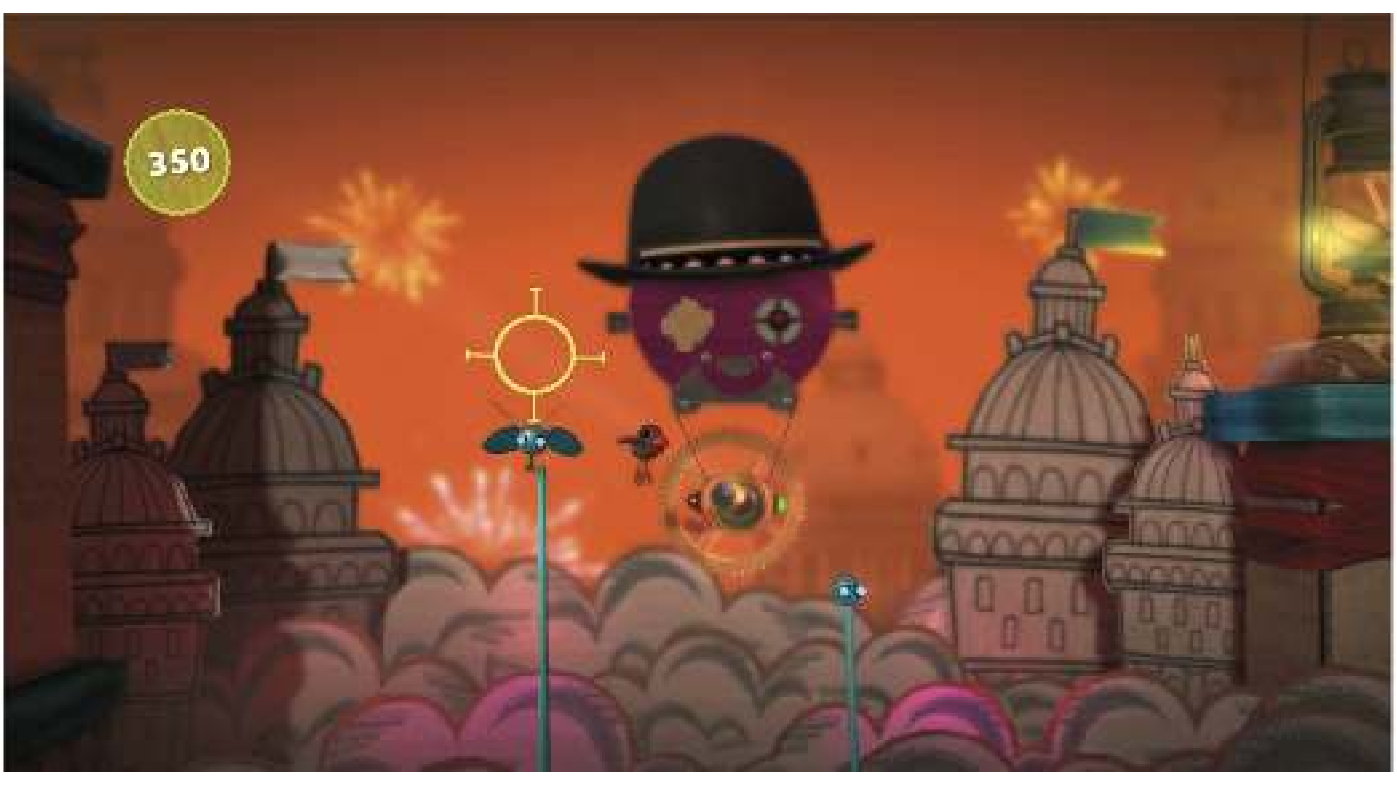
☑ COSTUME
- ☐ EL JEFFE BEAK GUARD
- ☐ EL JEFFE BOOT & PEG LEG
- ☐ EL JEFFE COAT
- ☐ EL JEFFE FEATHERED HAT
- ☐ EL JEFFE SKIN
- ☐ EL JEFFE MONOCLE

☑ AUDIO
- ☐ "FIELD"

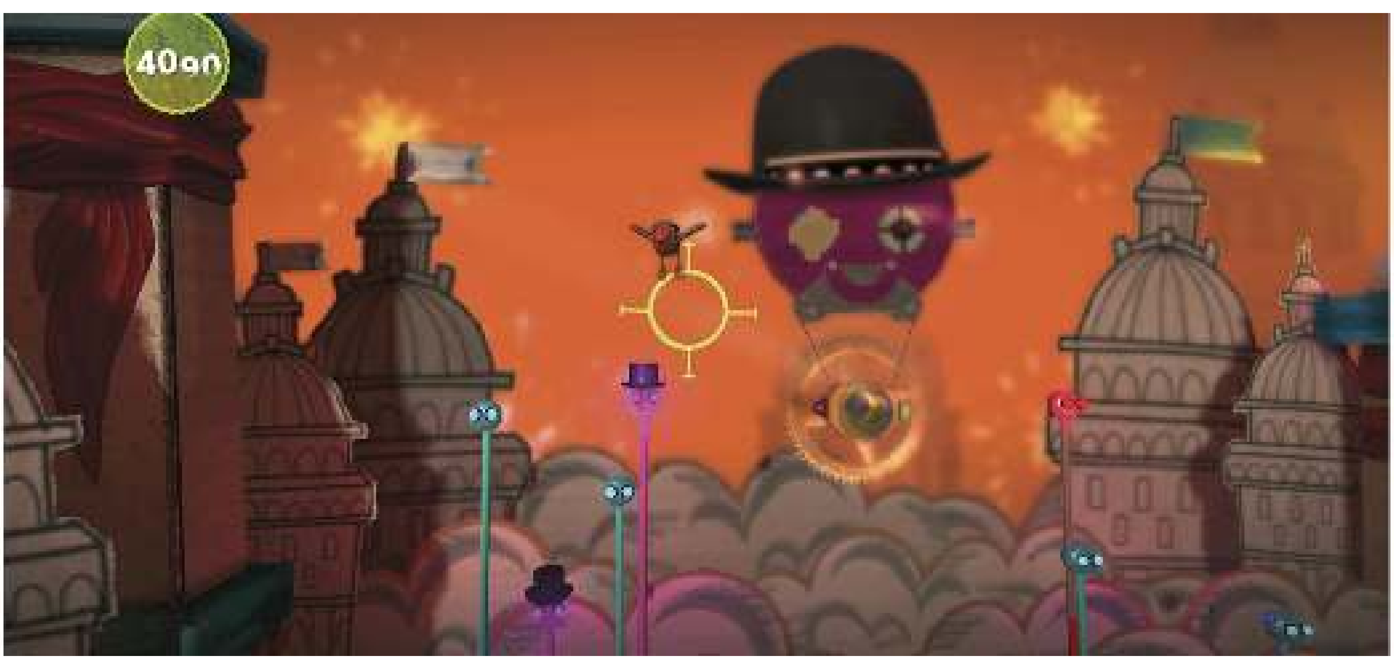
El Jeffe isn't one to stand idly by while Newton threatens all of Bunkum. He's a bird of action and is looking for a few good volunteers to round out his ranks. Naturally, he's recruiting for those who can handle themselves in the air. Swoop's natural talents in this field make him a ideal candidate. Prove that Swoop has what it takes to join El Jeffe on the frontlines!

AIR SUPERIORITY

To triumph in this challenge, Swoop must trick Newton into firing upon his own robotic minions. As these bright-eyed bugs rise up out of the clouds, they start to sprout wings at a certain height. At this point, they detach from their stalks and come after Swoop. Just one touch, and Swoop is sent straight back to El Jeffe.

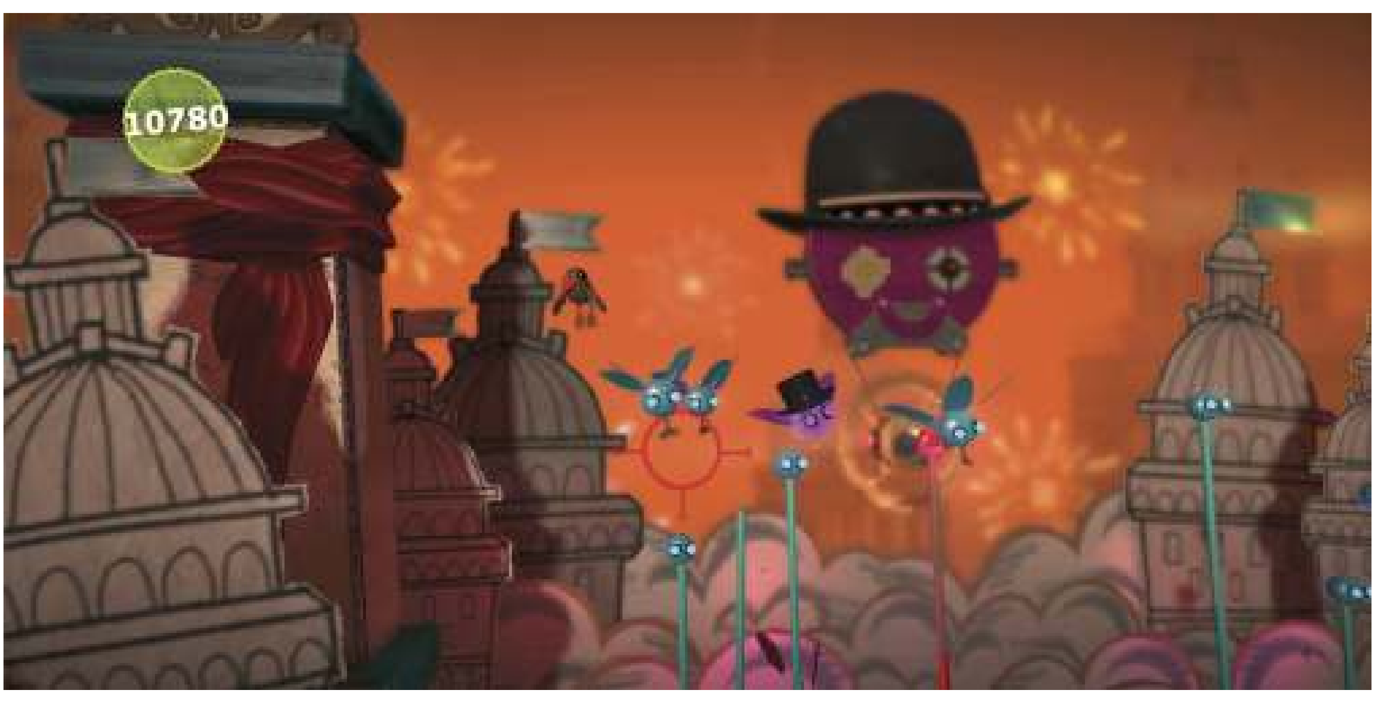


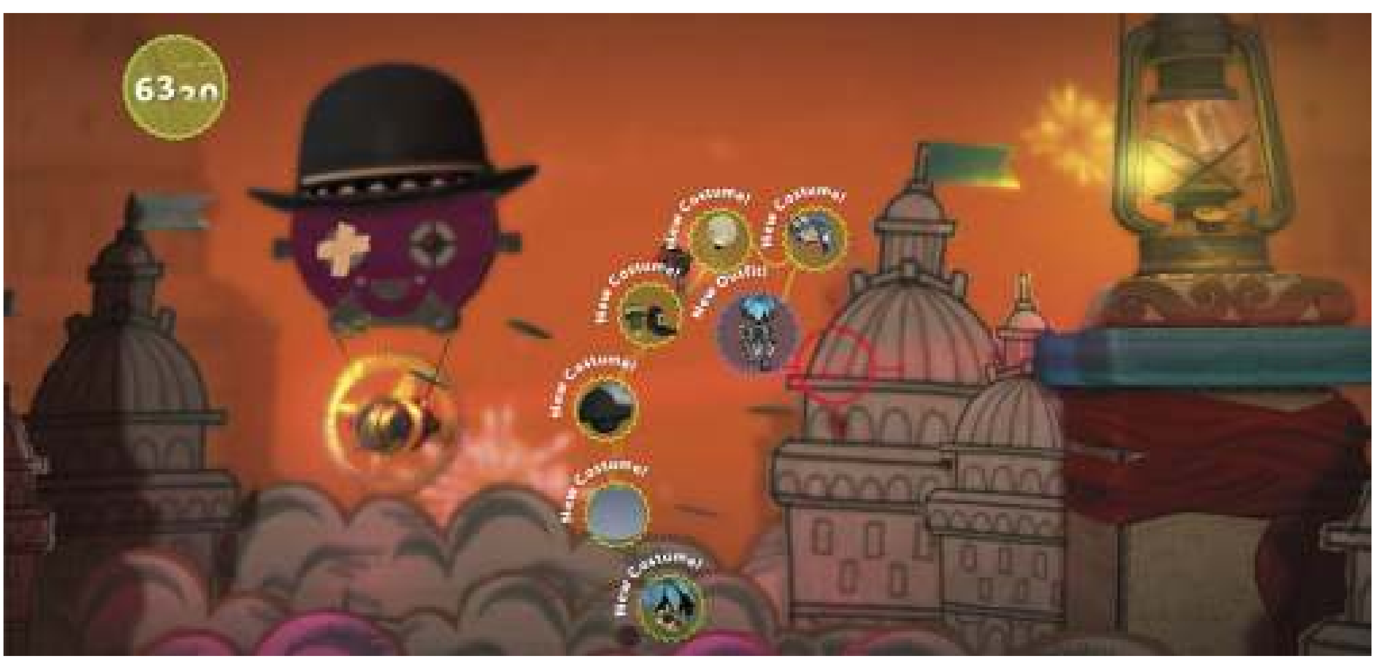
Aside from the common blue enemies, red and purple enemies eventually start to show up. These monsters rise faster and start flying sooner.



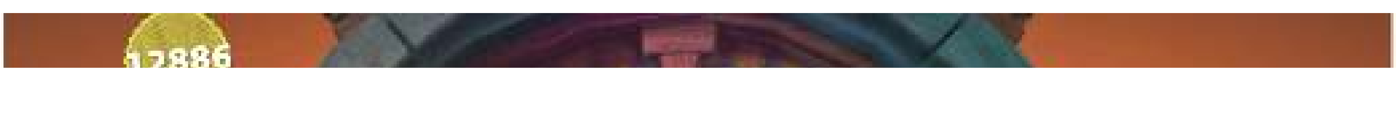
Once enemies start arriving too quickly for you to obliterate them before they get their wings, the best tactic is to lure them along and let them clump up into big groups. Move in one direction, and then swoop under foes to the other side to corral them.

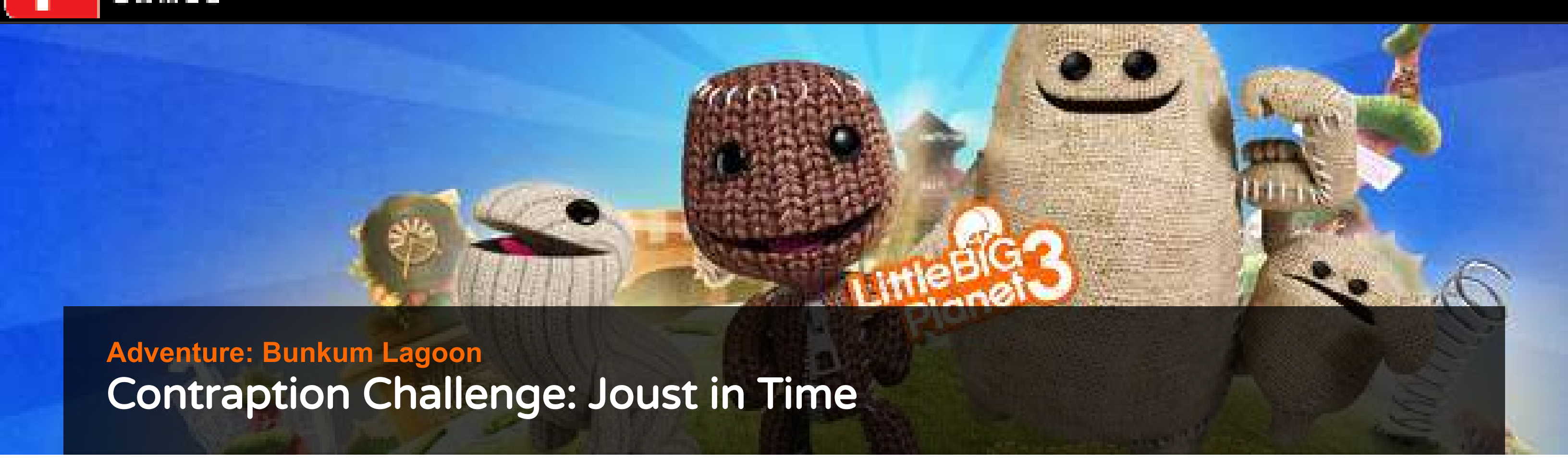
Depleting enough of Newton's forces to the tune of 5000 points, Swoop passes El Jeffe's rigorous standards. You're immediately awarded several costume rewards: **El Jeffe Beak Guard Costume**,**El Jeffe Boot & Peg Leg Costume**, **El Jeffe Coat Costume**, **El Jeffe Feathered Hat Costume**, **El Jeffe Skin Costume**, and **El Jeffe Monocle Costume**.





You can keep going as long as you want, but eventually, everyone succumbs to overwhelming odds. Don't fret, because your hard work is rewarded with the **Hourglass Decoration**, **Round Chicken Sticker**, **SandboxMaterial**, **Top Hat 2 Decoration**, **Blue Banner 1 Decoration**, **Blue Banner 2 Decoration**, **Loupe Decoration**, **Iron Grill Corner Decoration**, **"Field" Audio**, **Knitted Leaf Decoration**, and **Blue & Gold Paper Mache Material**.





Adventure: Bunkum Lagoon

Contraption Challenge: Joust in Time

Prize Bubble Pick-Ups

☑ **OBJECTS**
- ☐ FISHBONE CHASSIS
- ☐ LOOSE COTTON REEL WHEEL
- ☐ CRICKET BALL WHEEL
- ☐ GLIDER
- ☐ FLIPPER
- ☐ BANANA CHASSIS
- ☐ WRENCH CHASSIS
- ☐ FLAPPER
- ☐ FLATIRON CHASSIS
- ☐ FILM REEL WHEEL
- ☐ BALLOON
- ☐ FISH BONES
- ☐ AC ELECTRIC MOTOR
- ☐ BANANA
- ☐ IRON
- ☐ PLASTIC WHEEL
- ☐ CARDBOARD LANCE
- ☐ SILVER CHALICE
- ☐ STRAWBERRY CAKE
- ☐ MONKEY WRENCH
- ☐ BIRTHDAY CAKE CHASSIS
- ☐ ICE WHEEL
- ☐ TURBO-CHARGER
- ☐ THRUSTER

☑ **STICKERS**
- ☐ KNIGHT LEG
- ☐ KNIGHT ARM

☑ **DECORATIONS**
- ☐ HAND FAN
- ☐ THEATER CURTAIN
- ☐ SCULPTURE TOOL

☑ **MATERIALS**
- ☐ COPPER SCALES
- ☐ CARVED WOOD

☑ **COSTUMES**
- ☐ HILDUR CAPE
- ☐ HILDUR BODY
- ☐ HILDUR LEGIONNAIRE HELM
- ☐ HILDUR GOGGLES
- ☐ HILDUR EYES

Level Complete Gifts

☑ **MATERIALS**
- ☐ WORN CARDBOARD

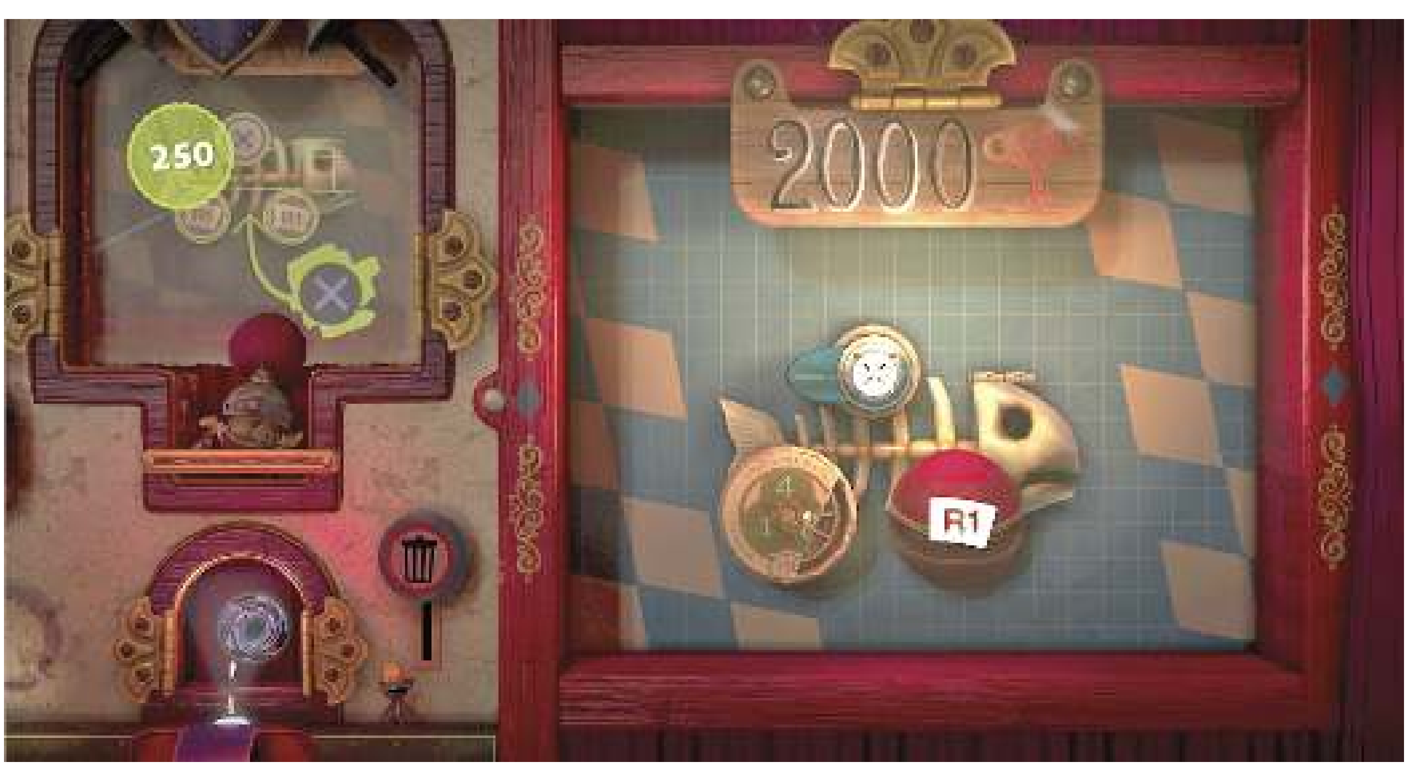
☑ **AUDIO**
- ☐ "TOGENS HULE"

Young Hildur is a true prodigy with many talents. Nothing gives Hildur as much pleasure as studying and recreating medieval history. Currently, Hildur's passion lies with jousting, but with Newton's creativity-sapping rise to power, Hildur is coming up empty. Help out by providing some truly applause-worthy jousting designs.

GOING THE DISTANCE

Using the Popit power-up should be a breeze after your experience with Gustavo in Manglewood. Hildur provides you with some basic parts to start with.

First, receive the **Fishbone Chassis Object**, and place it against the blueprints. Next, get the **Loose Cotton Reel Wheel Object** and **Cricket Ball Wheel Object**, and place each on the L1 and R1 locations. Finally, Hildur hooks you up with the **Glider Object** and **Flipper Object**. Place a Glider at the ✕ location.

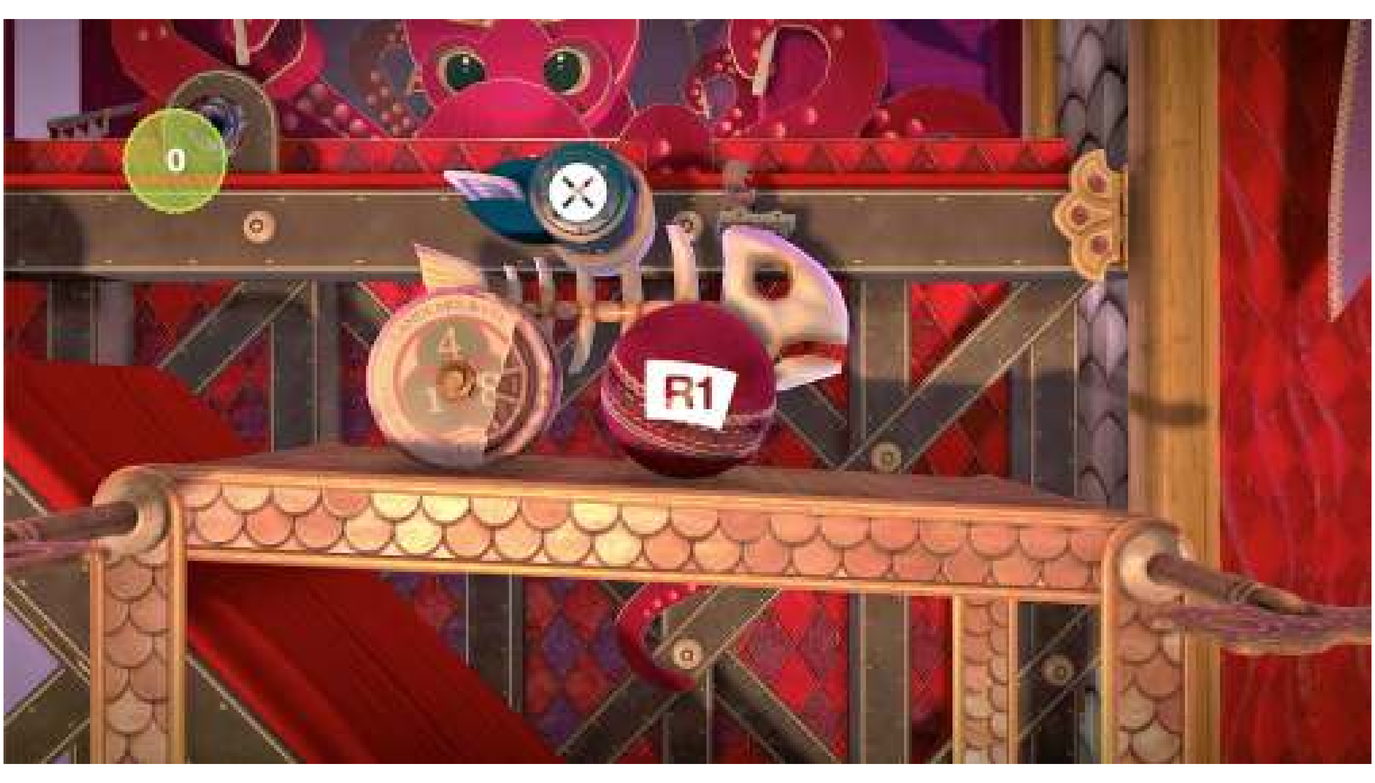


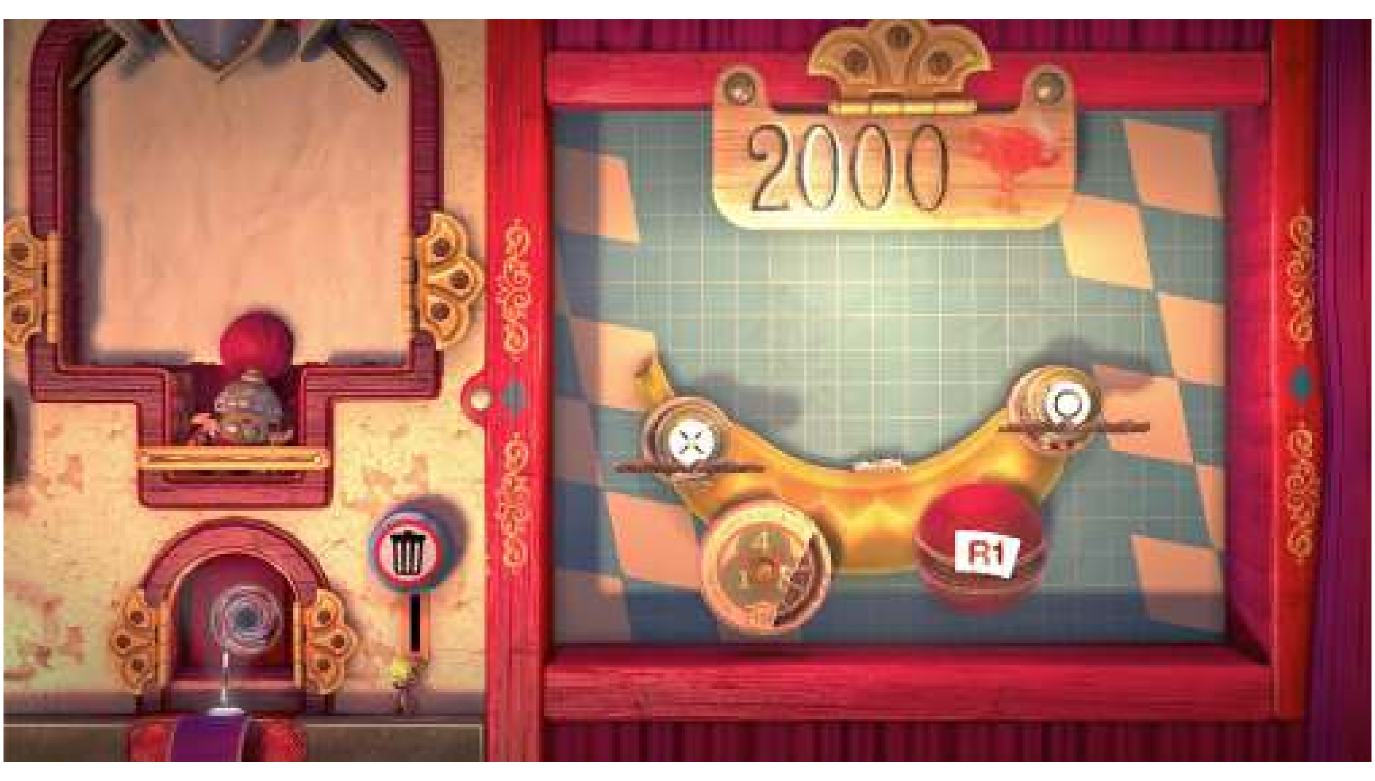
When you're ready, enter the Level Link to try out your contraption. Approach it, and your sack person automatically gets behind the wheel.

After a brief countdown, your jousting creation goes sliding down the ramp. Hold L1 and R1 to spin the wheels and build up speed. As soon as it clears the end of the ramp, hold ✕ to engage the Glider.

It may not be record-setting, but it's a start. The next time you see Hildur, he supplies you with the **Banana Chassis Object**, **Wrench Chassis Object**, and **Flapper Object**.

With these new parts, it's time to rethink your design. Trash your old ride, and place the new Banana Chassis. Give it wheels in the L1 and R1 positions, and place the new Flapper in both the ✕ and ○ positions.

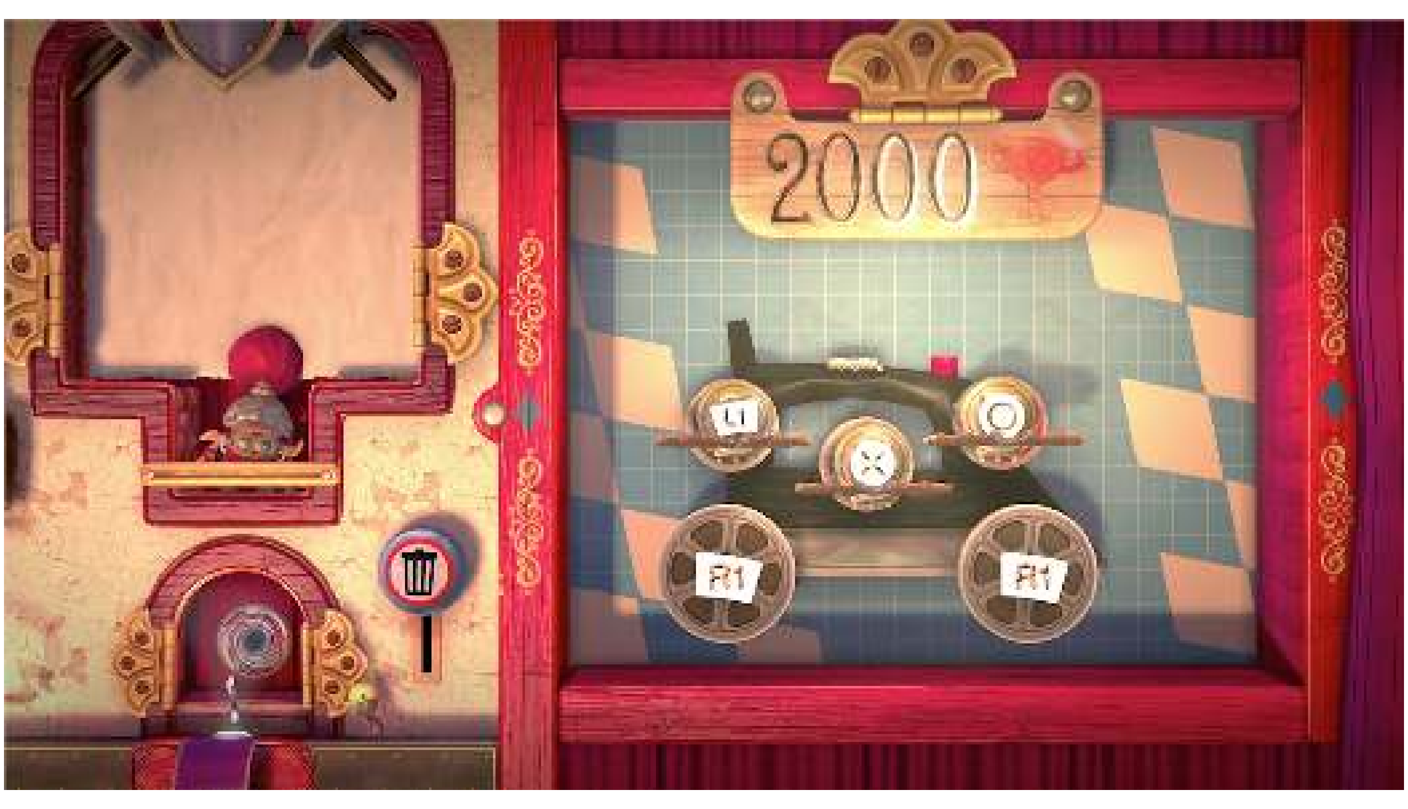




This time, when your ride takes off, alternate tapping ✕ and ○ with a steady rhythm. Each raises its end of the chassis. Don't overdo it, or your creation ends up tumbling down way too quickly.

Provided that you score high enough with the new parts, Hildur offers you some even better upgrades: the **Flatiron Chassis Object**, **Film Reel Wheel Object**, and **Balloon Object**.

Start your design over with the Flatiron Chassis and the wheels of your choice in the R1 position. Then, load up the L1, ✕, and ○ positions with Flappers. Once your ride flies off the ramp, use the same Flapper technique as before to keep everything steady.

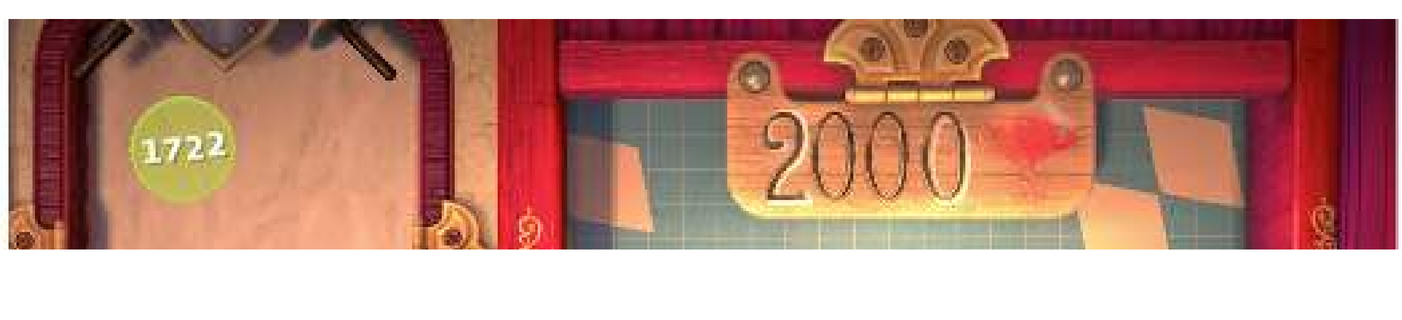


With this setup, you're sure to pass 2000 with ease. The moment you do, your Popit is immediately filled with the **Hildur Cape Costume**, **Hildur Body Costume**, **Hildur Legionnaire Helm Costume**, **Hildur Goggles Costume**, and **Hildur Eyes Costume**.

13
2200
2300
2400
2500

For such an feat, your sack person is whisked to an exclusive curtained area reserved for winners. Alongside the first place cup is a bevy of Prize Bubbles. Collect your hard-won rewards: the **Fish Bones Object**, **Knight Leg Sticker**, **AC Electric Motor Object**, **Hand Fan Decoration**, **Banana Object**, **Theater Curtain Decoration**, **Copper Scales Material**, **Iron Object**, **Plastic Wheel Object**, **Cardboard Lance Object**, **Sculpture Tool Decoration**, **Carved Wood Material**, **Silver Chalice Object**, **Strawberry Cake Object**, **Knight Arm Sticker**, and **Monkey Wrench Object**.

Although you've cleared Hildur's requirement, there are always new records to set. Revisit again to get the **Birthday Cake Chassis Object**, **Ice Wheel Object**, **Turbo-charger Object**, and **Thruster Object**.

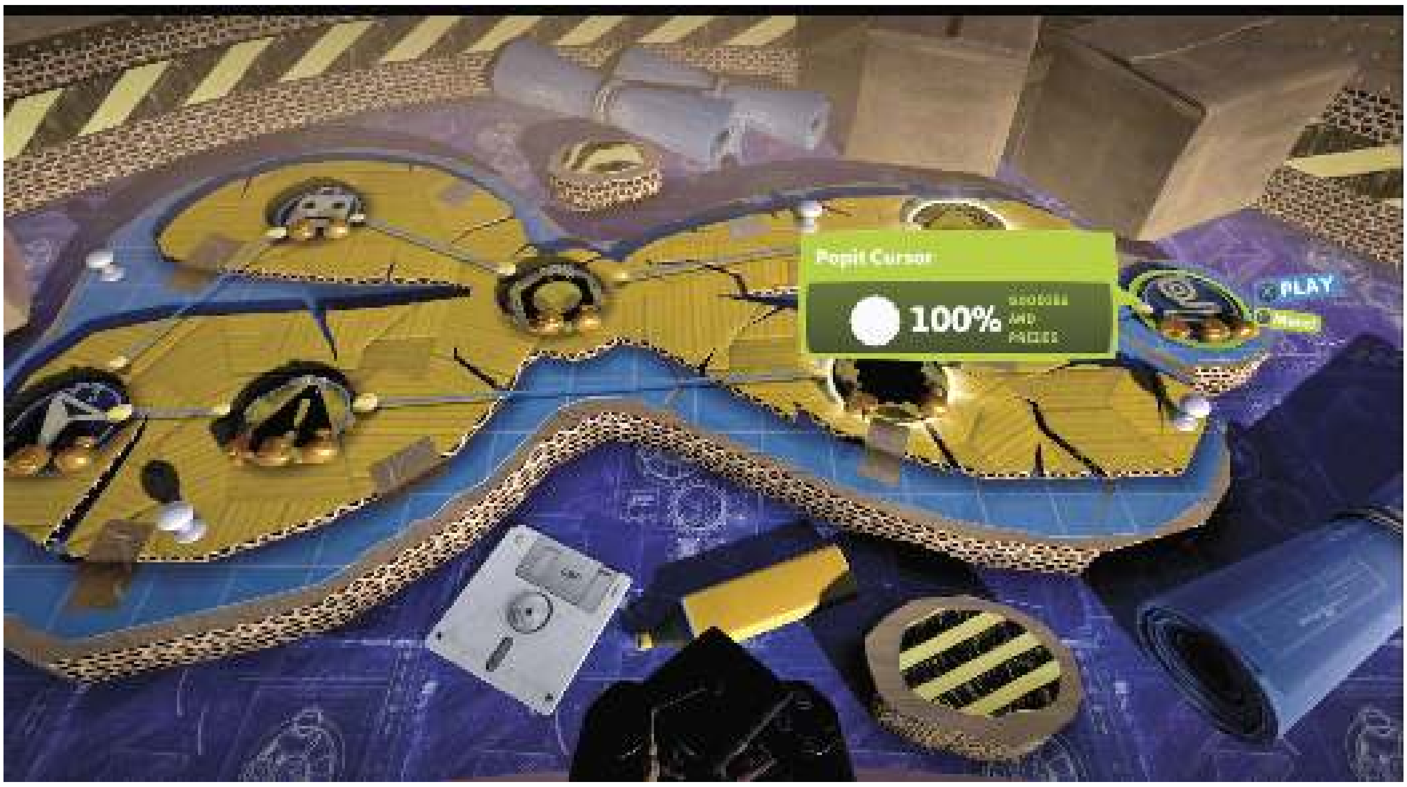


LittleBIG Planet 3

Welcome to the Popit Academy

Your Very First Term

Enrolling in Popit Academy is your first step in learning how to create in *LittleBigPlanet 3*. Whatever you dream up, you can build with all of Create Mode's wondrous tools. Larry Da Vinci is your professor at the academy… he may not always remember his own name, but he's more than qualified to teach you all the ins and outs of the Popit. Completing these puzzles is also how you gain items to use in Create Mode.



To enroll in your first term, simply select Popit Puzzles from the Play menu. However, this section also covers the basics. Whether you're new to the series or an old hat, there's always something new to learn at Popit Academy.

Now that you're enrolled, it's time to start your very first stint as a Popit Academy student. This term covers all the basics of materials, moving things around, Bounce Pads, bolts, and more. Time to get to it!

LittleBIG Planet 3

Welcome to the Popit Academy

Popit Cursor

Prize Bubble Pick-Ups

✓	STICKERS
☐	ROUGH PINK SQUARE
☐	BEAKER
☐	CHEESE WEDGE
☐	THIN CHARCOAL ARROW
☐	RED LONG GRADIENT
☐	CHALK DUST
☐	CHALK LINE–DOTTED
☐	ROUGH RED SQUARE
☐	GREEN RADIAL FADE INWARDS

✓	DECORATIONS
☐	SILVER COIN
☐	CROWN BOTTLE CAP
☐	OLD PHONE DIAL
☐	PAPER CUP
☐	PENCIL ERASER
☐	ROYAL BLUE SPLAT
☐	LIGHT BLUE SPLAT
☐	CURLED TAPE MEASURE
☐	ROLLED BLUEPRINT

✓	OBJECTS
☐	PLASTIC CUP
☐	TIN CUP–RED
☐	CRICKET BALL

✓	MATERIALS
☐	BLUEPRINT PAPER
☐	TORN PAPER
☐	CORRUGATED CARDBOARD

Level Complete Gifts

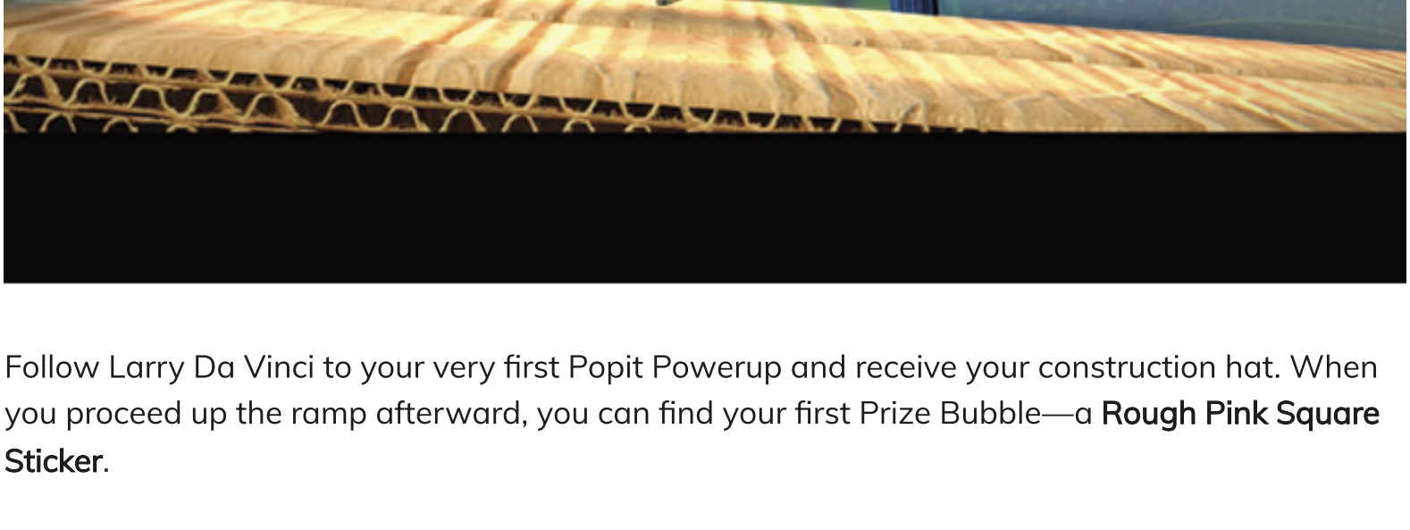
✓	PRIZES
☐	COLORED CIRCLES
☐	CHALK SQUIGGLE
☐	FLOPPY DISK

Collected All Gifts

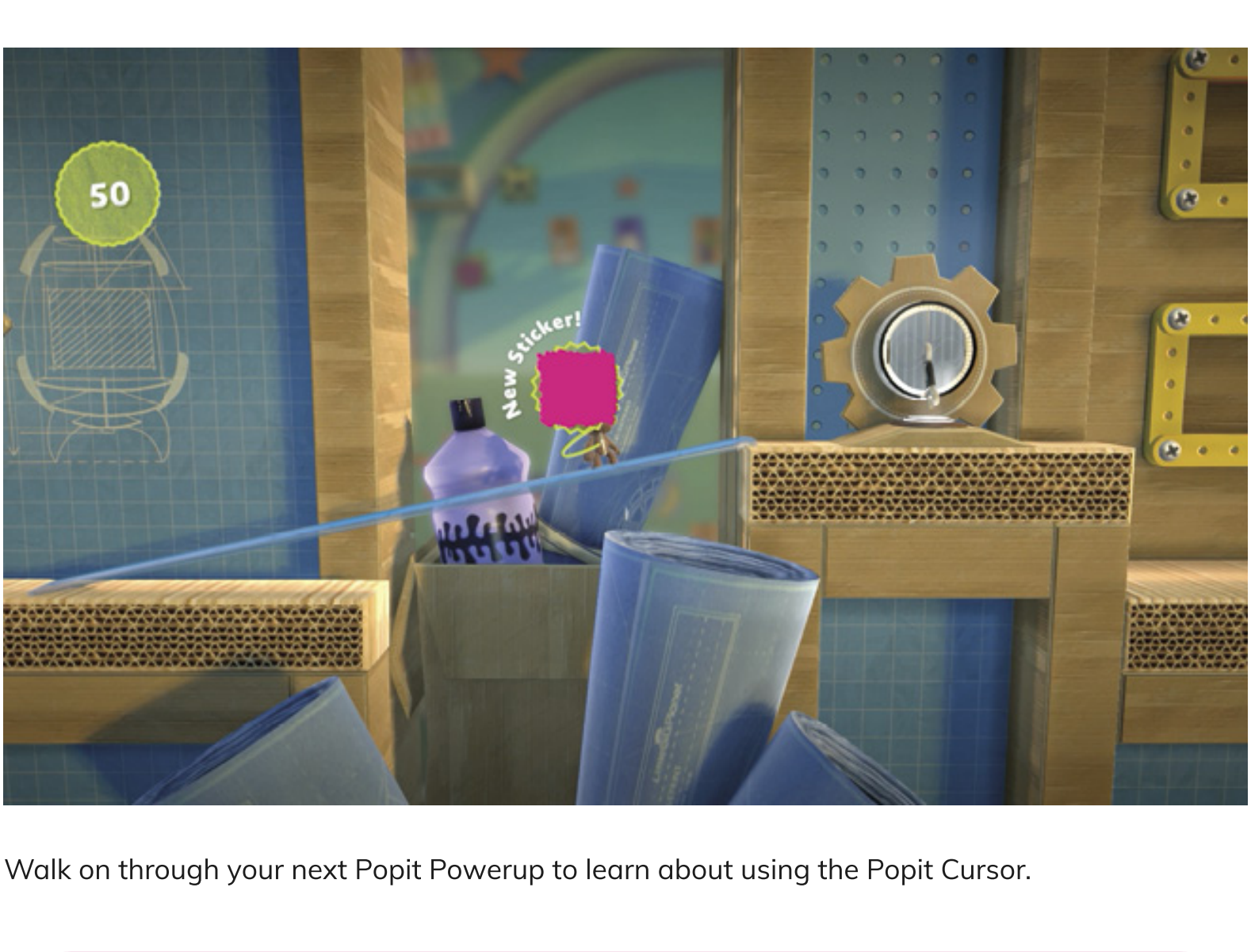
✓	PRIZE
☐	COLOR SPLASH

✓	MATERIALS
☐	BATTERED CARDBOARD

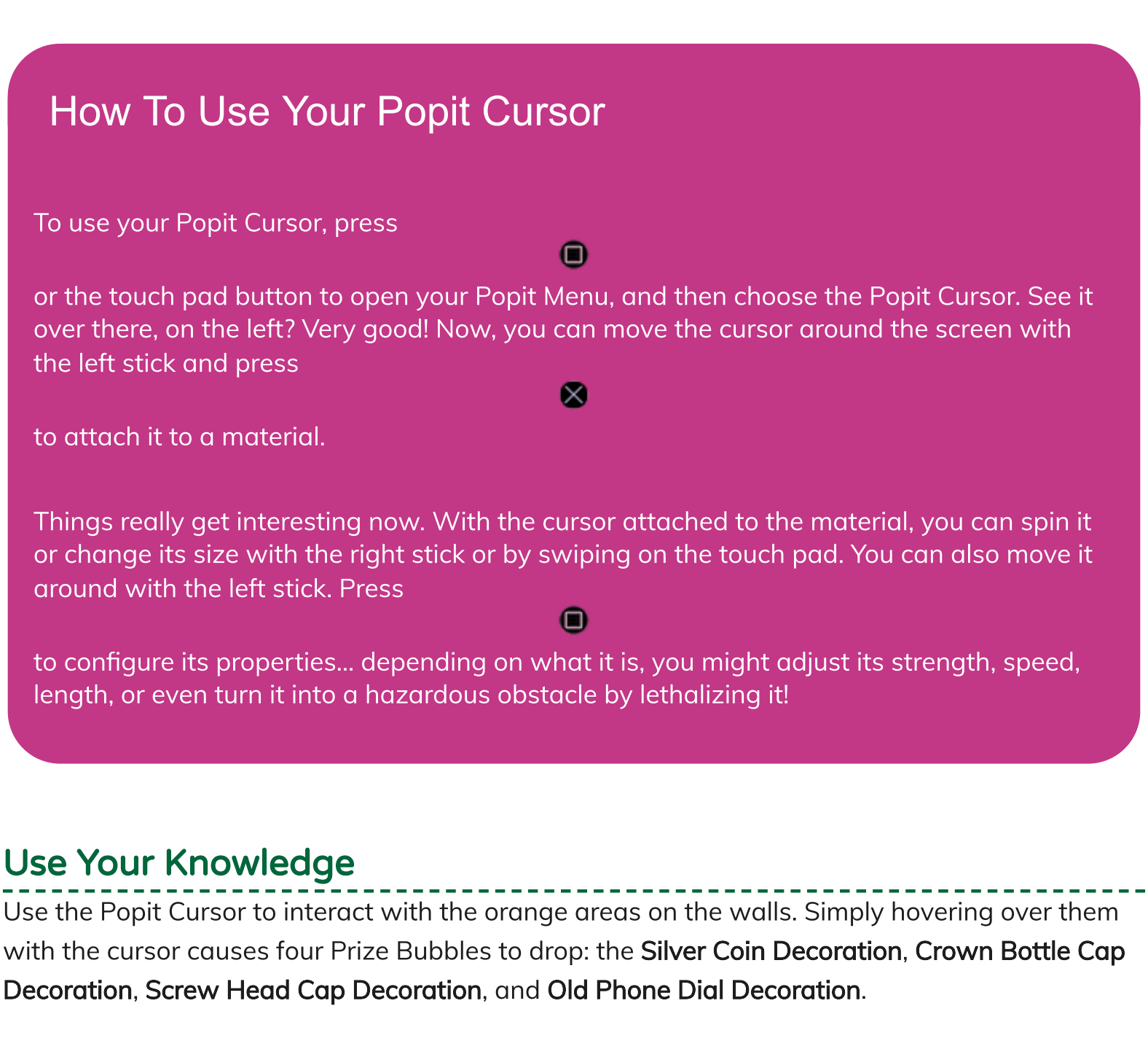
Grabbing Your Bearings


SILVER COIN
OLD PHONE DIAL
ROUGH PINK SQUARE
CROWN BOTTLE CAP
SCREW HEAD CAP

In Create Mode, your Popit Cursor is typically one of the most frequently used tools. That's because you can use it to select any other materials or anything you have already created and modify them to your liking.



Follow Larry Da Vinci to your very first Popit Powerup and receive your construction hat. When you proceed up the ramp afterward, you can find your first Prize Bubble—a **Rough Pink Square Sticker**.


50
New Sticker!

Walk on through your next Popit Powerup to learn about using the Popit Cursor.

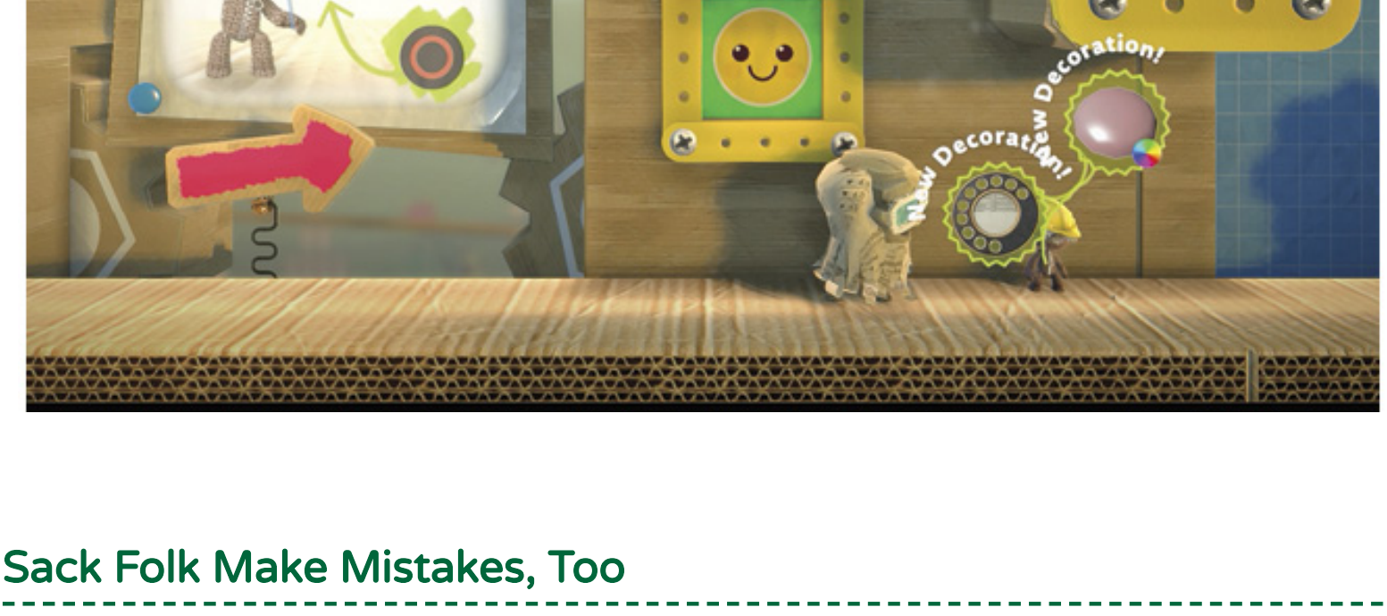
How To Use Your Popit Cursor

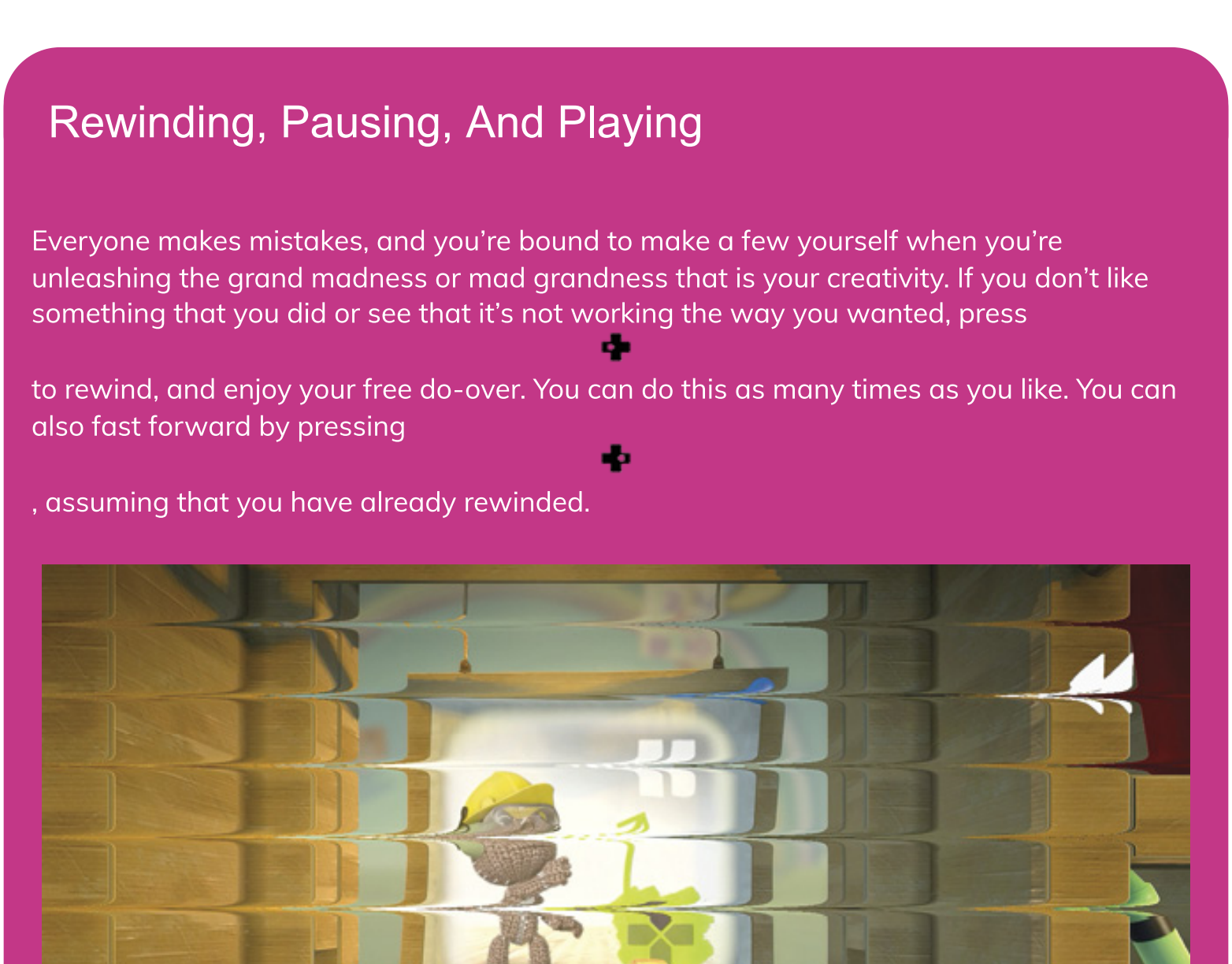
To use your Popit Cursor, press ▣ or the touch pad button to open your Popit Menu, and then choose the Popit Cursor. See it over there, on the left? Very good! Now, you can move the cursor around the screen with the left stick and press ⊗ to attach it to a material.

Things really get interesting now. With the cursor attached to the material, you can spin it or change its size with the right stick or by swiping on the touch pad. You can also move it around with the left stick. Press ▣ to configure its properties… depending on what it is, you might adjust its strength, speed, length, or even turn it into a hazardous obstacle by lethalizing it!

Use Your Knowledge

Use the Popit Cursor to interact with the orange areas on the walls. Simply hovering over them with the cursor causes four Prize Bubbles to drop: the **Silver Coin Decoration**, **Crown Bottle Cap Decoration**, **Screw Head Cap Decoration**, and **Old Phone Dial Decoration**.


150
New Decoration!
New Decoration!
A lot of Sack folk end up knocking something over... or someone.

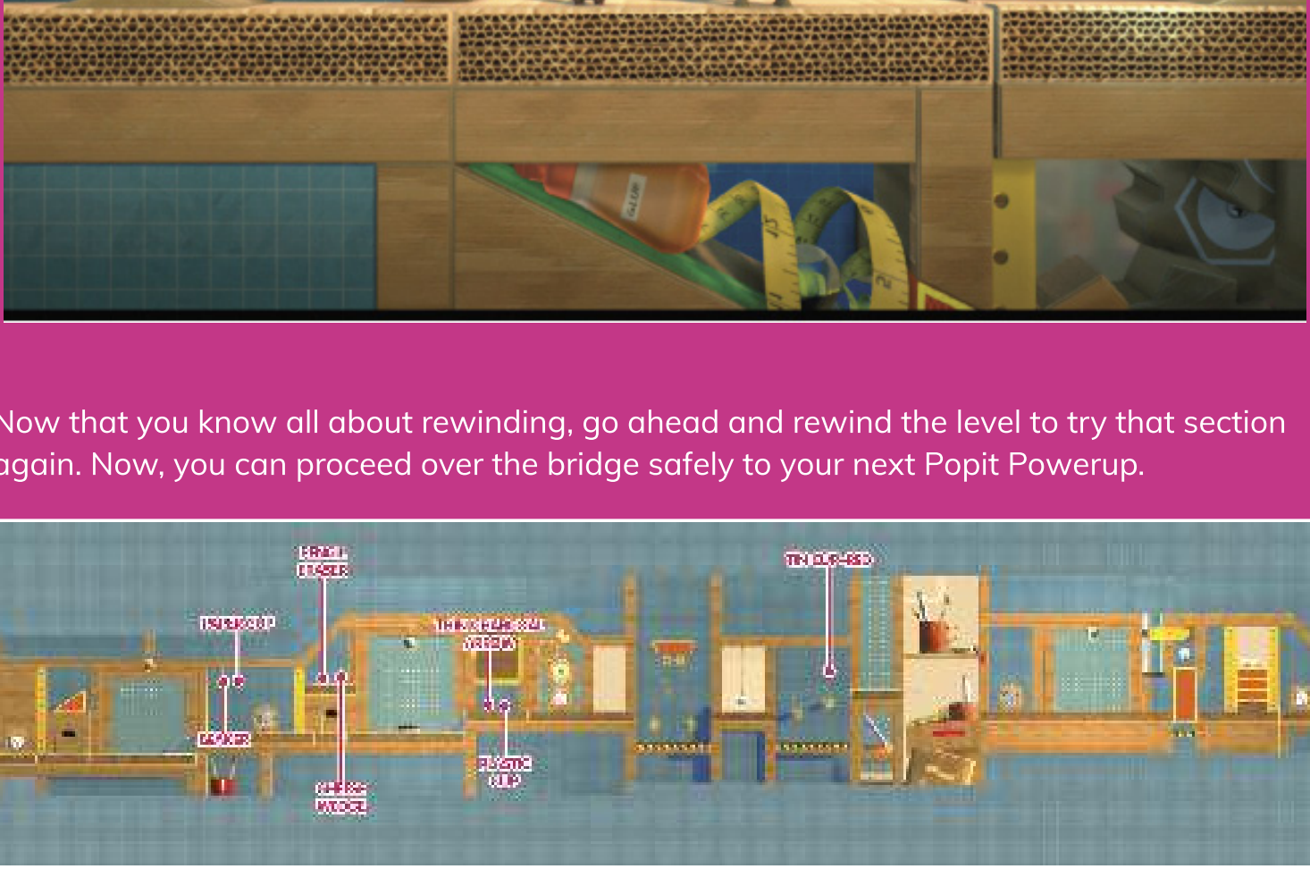

250
New Decoration!
New Decoration!

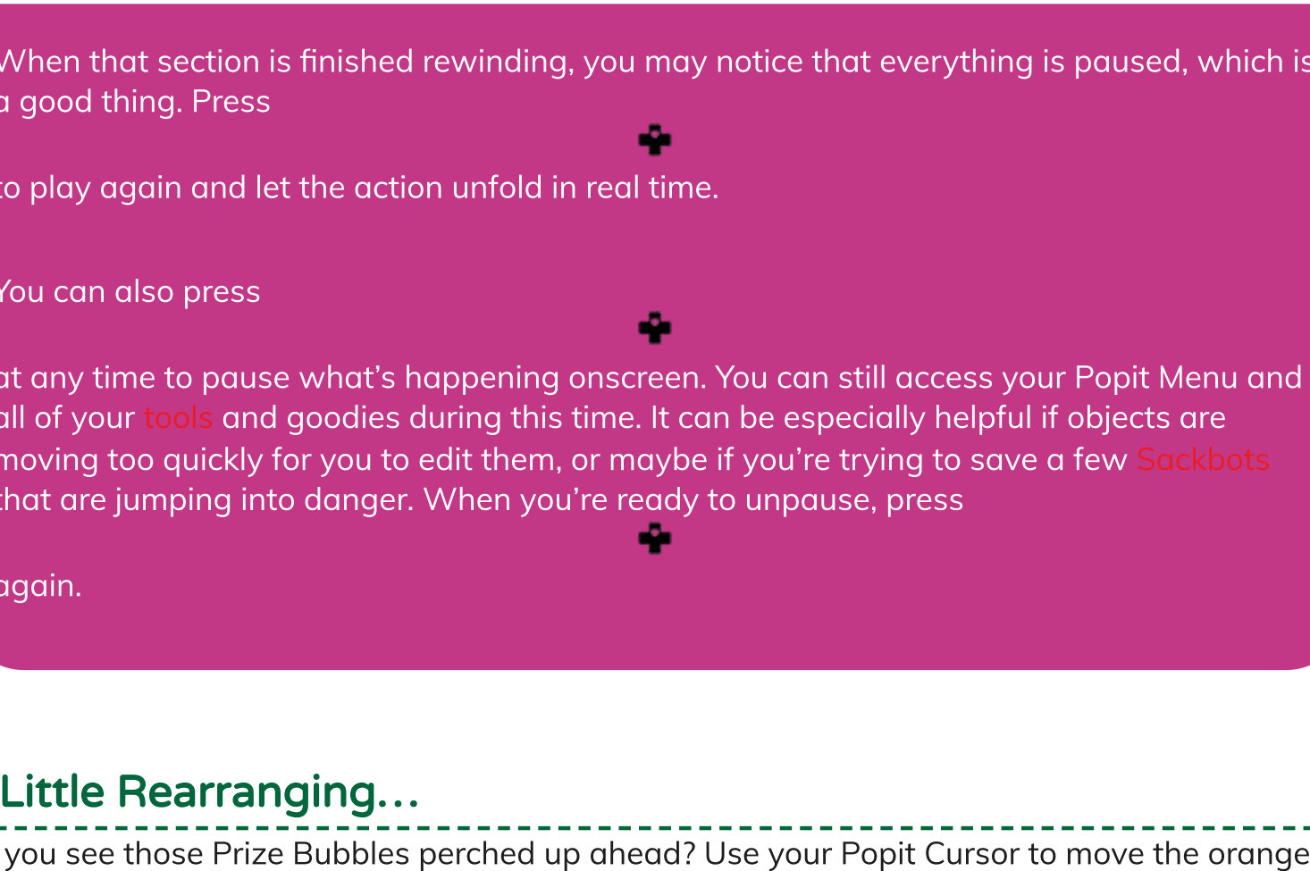
Sack Folk Make Mistakes, Too

Follow Larry Da Vinci across the rainbow bridge to learn a lesson about mistakes in Create Mode and how they're entirely all right to make because of the handy rewind feature.

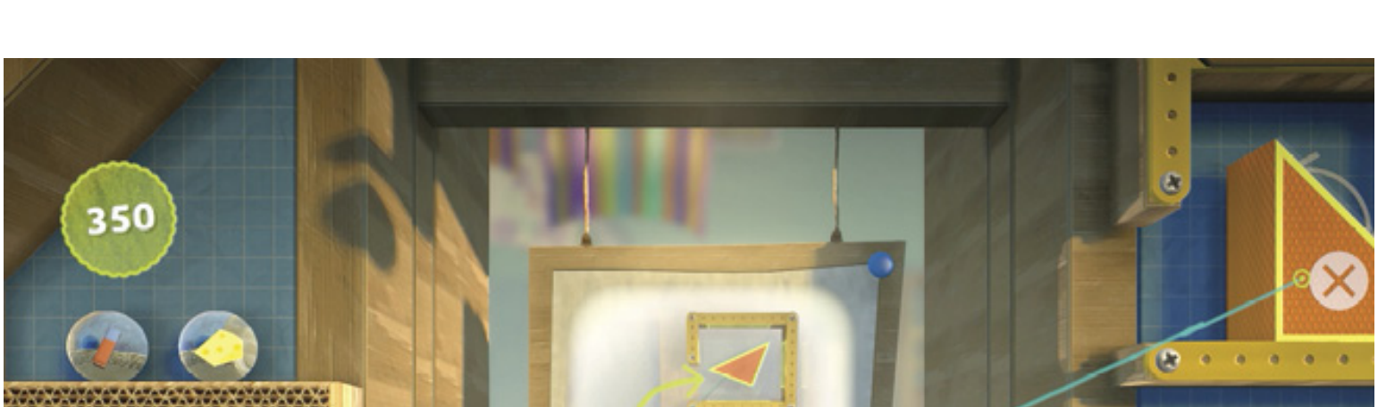
Rewinding, Pausing, And Playing

Everyone makes mistakes, and you're bound to make a few yourself when you're unleashing the grand madness or mad grandness that is your creativity. If you don't like something that you did or see that it's not working the way you wanted, press ✚ to rewind, and enjoy your free do-over. You can do this as many times as you like. You can also fast forward by pressing ✚, assuming that you have already rewinded.





Now that you know all about rewinding, go ahead and rewind the level to try that section again. Now, you can proceed over the bridge safely to your next Popit Powerup.

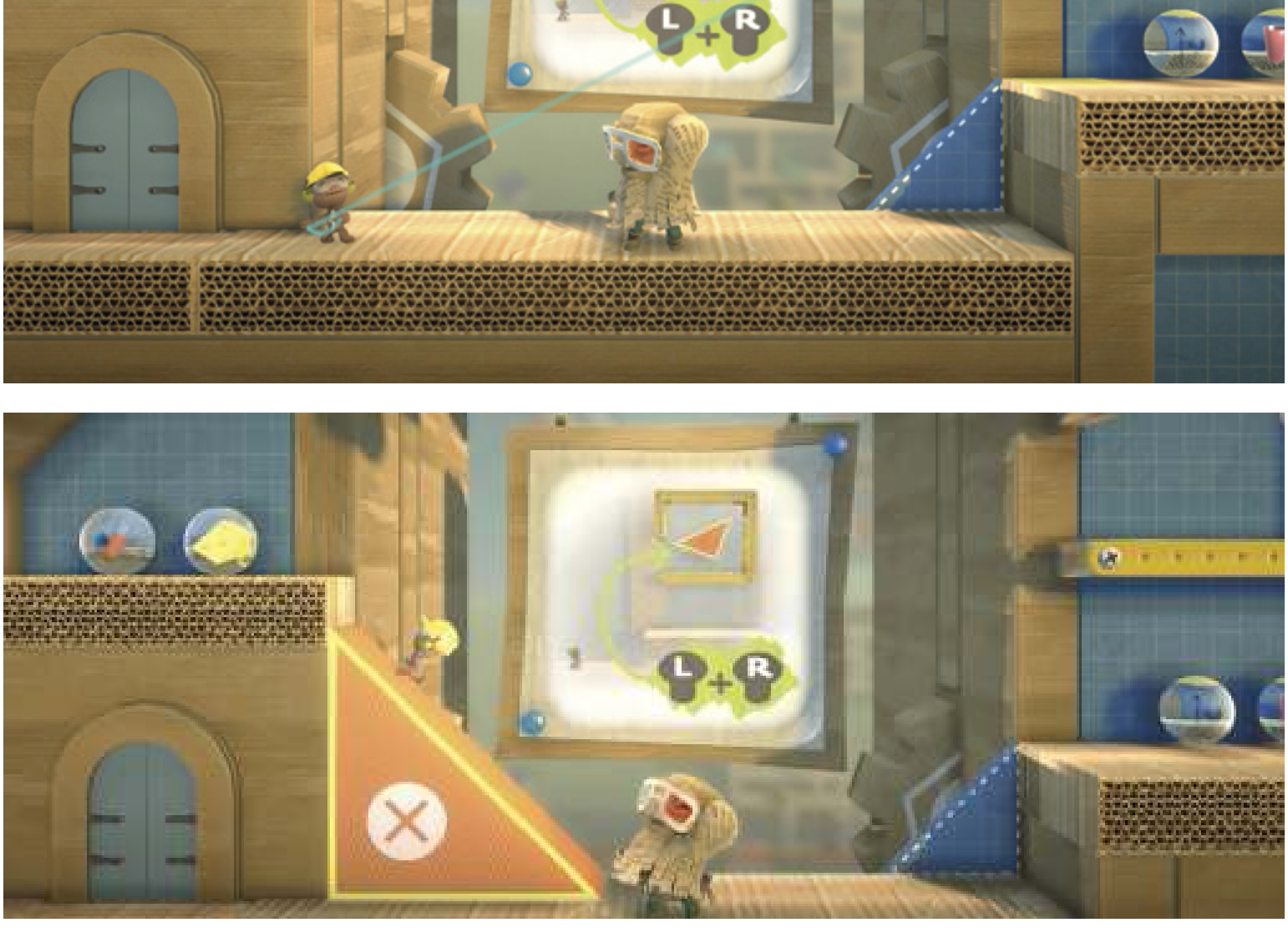

PENCIL ERASER
PAPER CUP
THIN CHARCOAL ARROW
TIN CUP–RED
BEAKER
CHEESE WEDGE
PLASTIC CUP

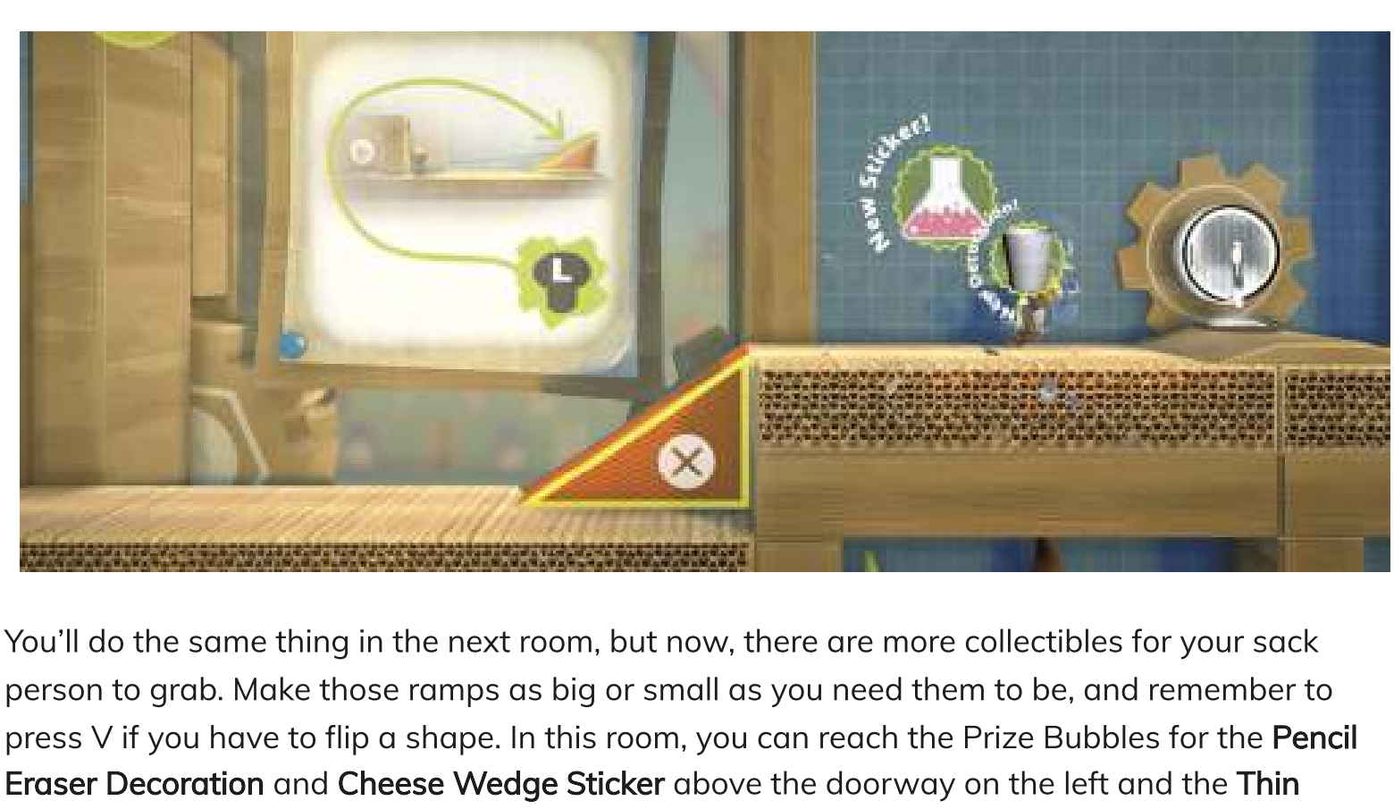
When that section is finished rewinding, you may notice that everything is paused, which is a good thing. Press ✚ to play again and let the action unfold in real time.

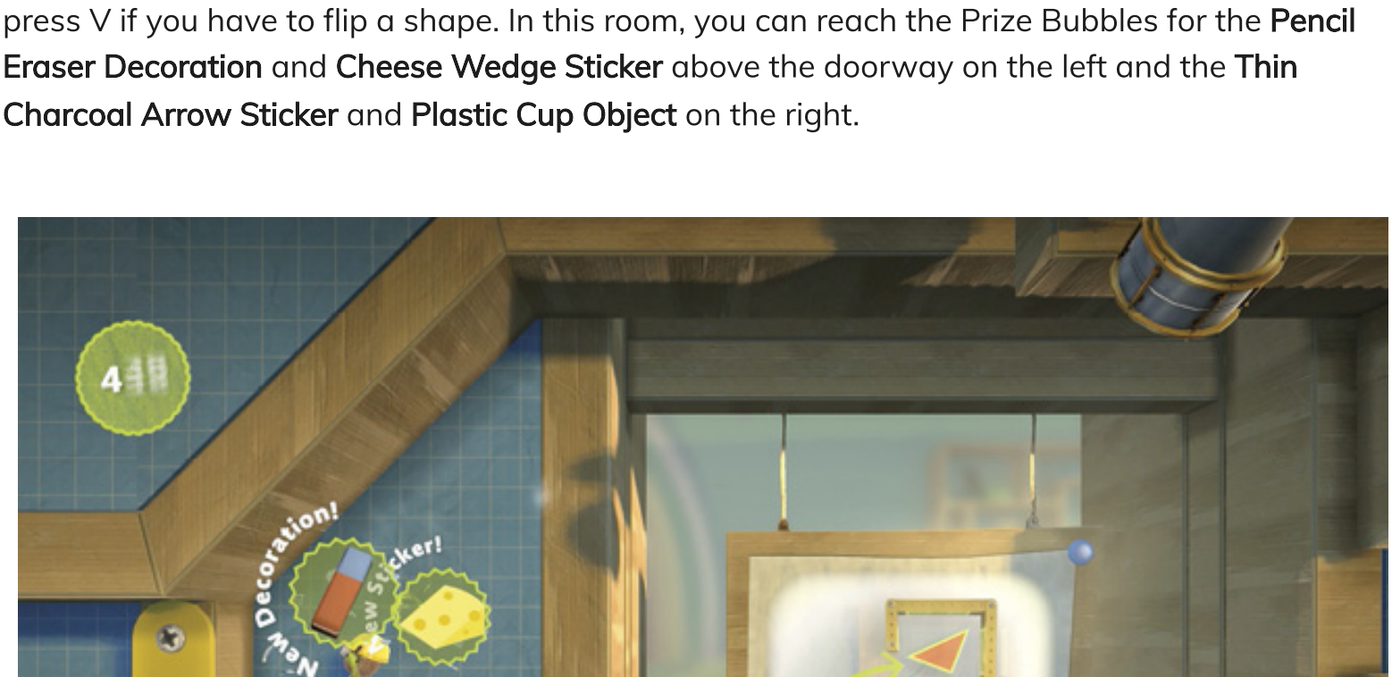
You can also press ✚ at any time to pause what's happening onscreen. You can still access your Popit Menu and all of your tools and goodies during this time. It can be especially helpful if objects are moving too quickly for you to edit them, or maybe if you're trying to save a few Sackbots that are jumping into danger. When you're ready to unpause, press ✚ again.

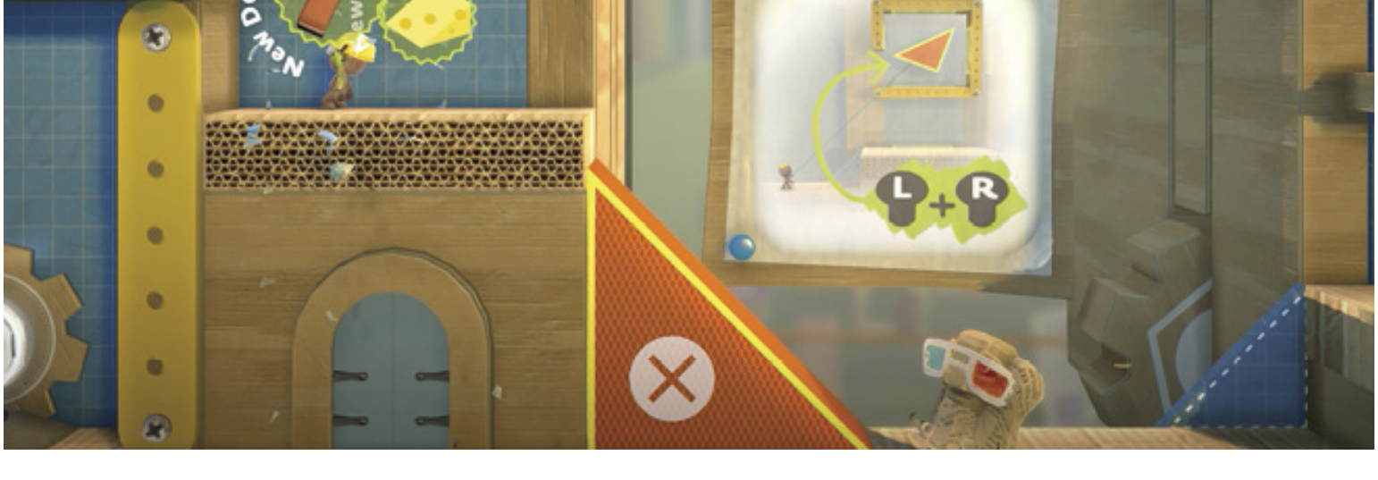
A Little Rearranging…

Do you see those Prize Bubbles perched up ahead? Use your Popit Cursor to move the orange triangle and turn it into a platform to that area. Here, you can collect the **Beaker Sticker** and **Paper Cup Decoration**.

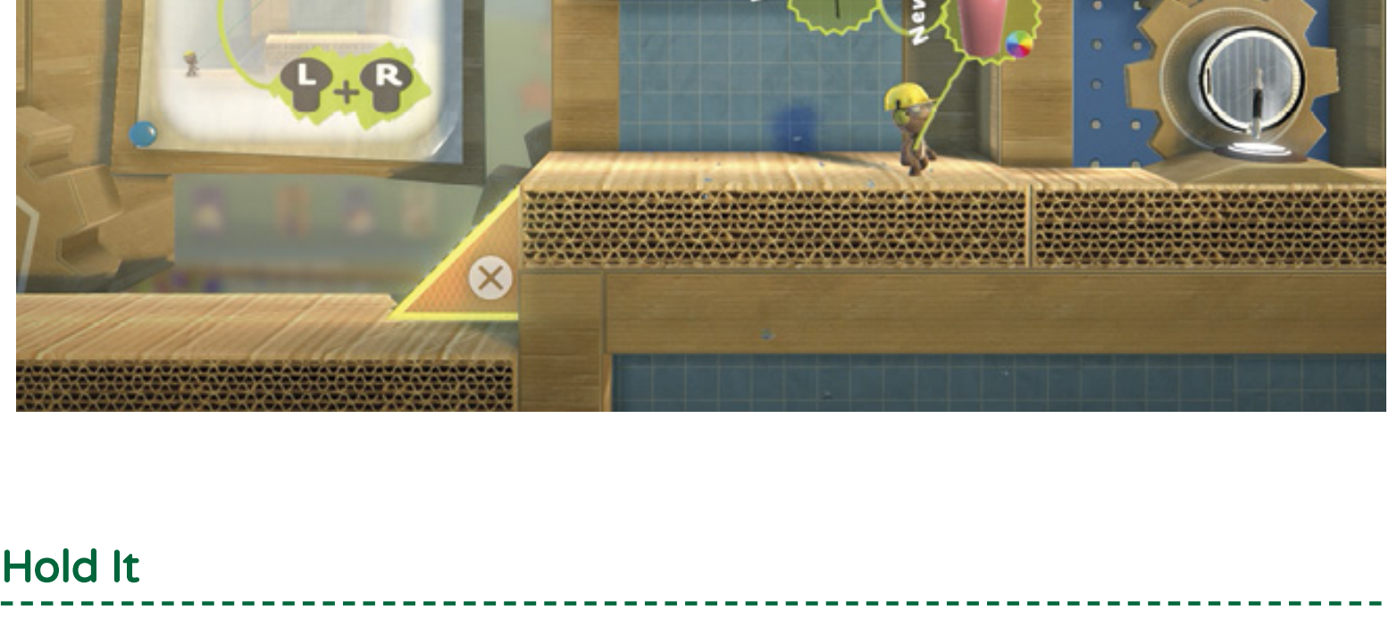


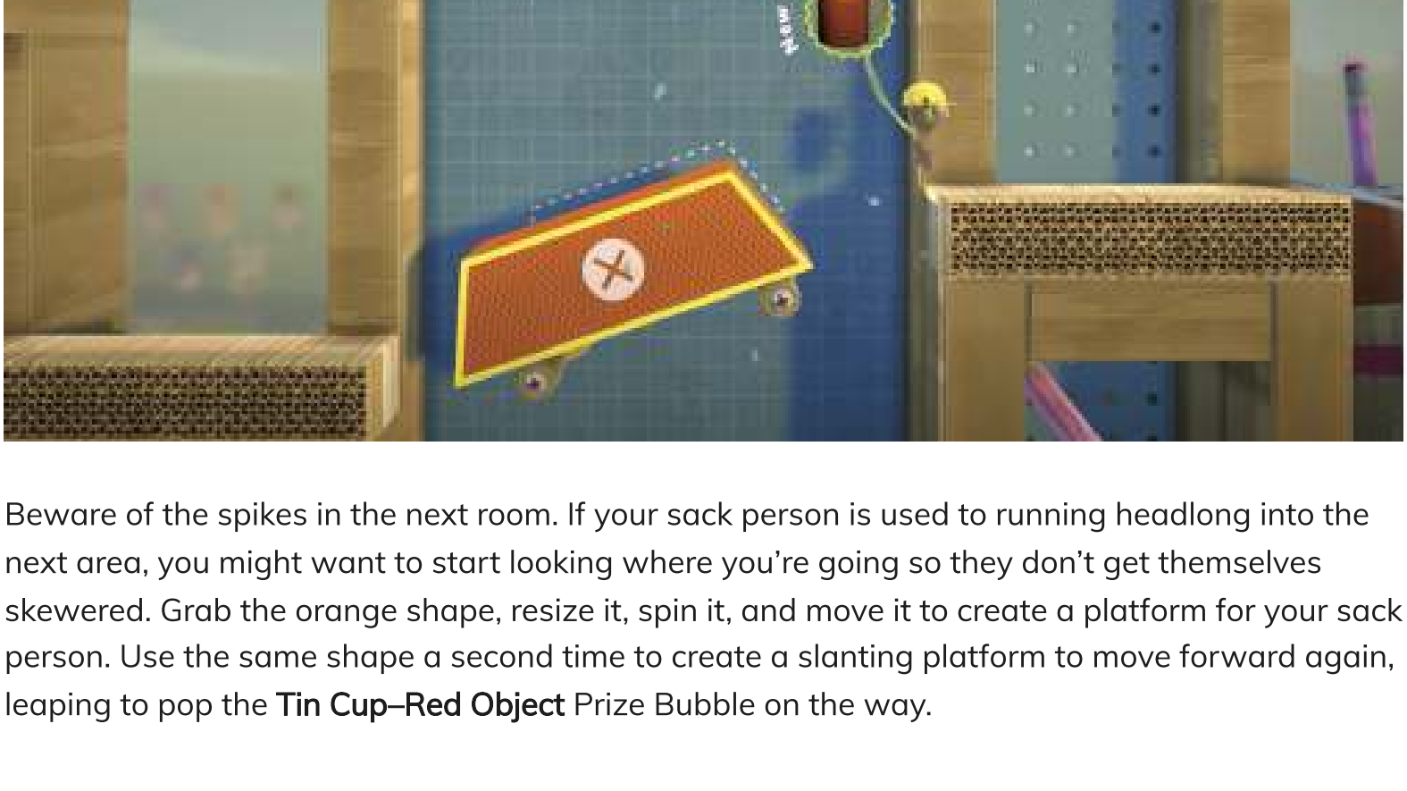




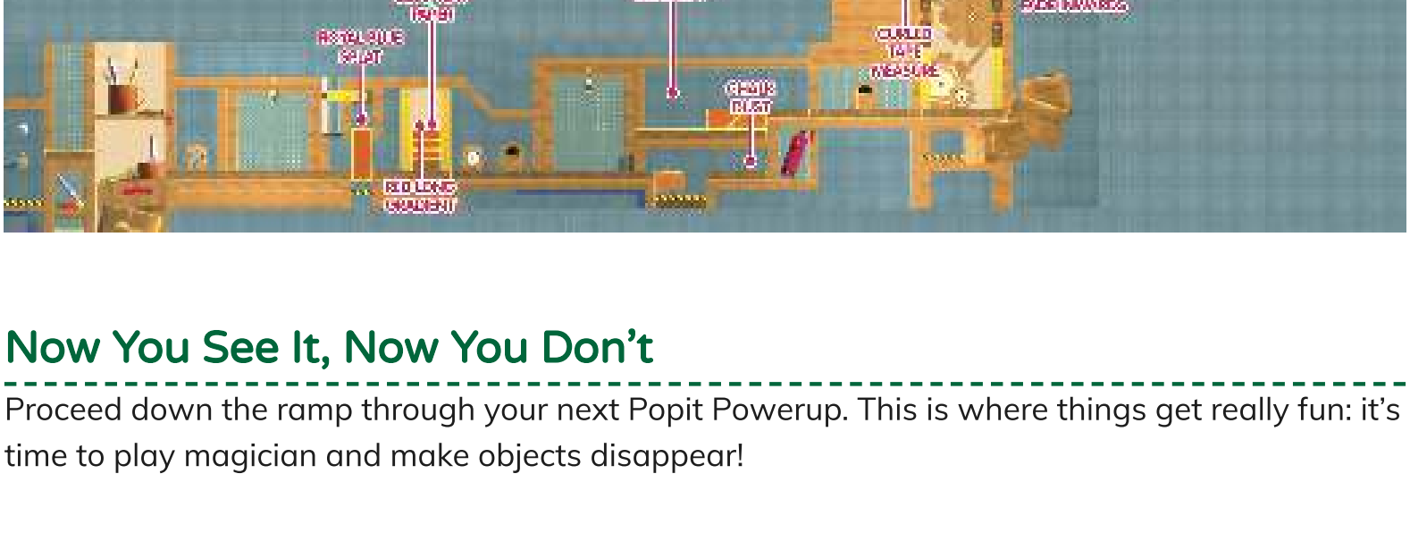

New Sticker!
New Decoration!

You'll do the same thing in the next room, but now, there are more collectibles for your sack person to grab. Make those ramps as big or small as you need them to be, and remember to press V if you have to flip a shape. In this room, you can reach the Prize Bubbles for the **Pencil Eraser Decoration** and **Cheese Wedge Sticker** above the doorway on the left and the **Thin Charcoal Arrow Sticker** and **Plastic Cup Object** on the right.

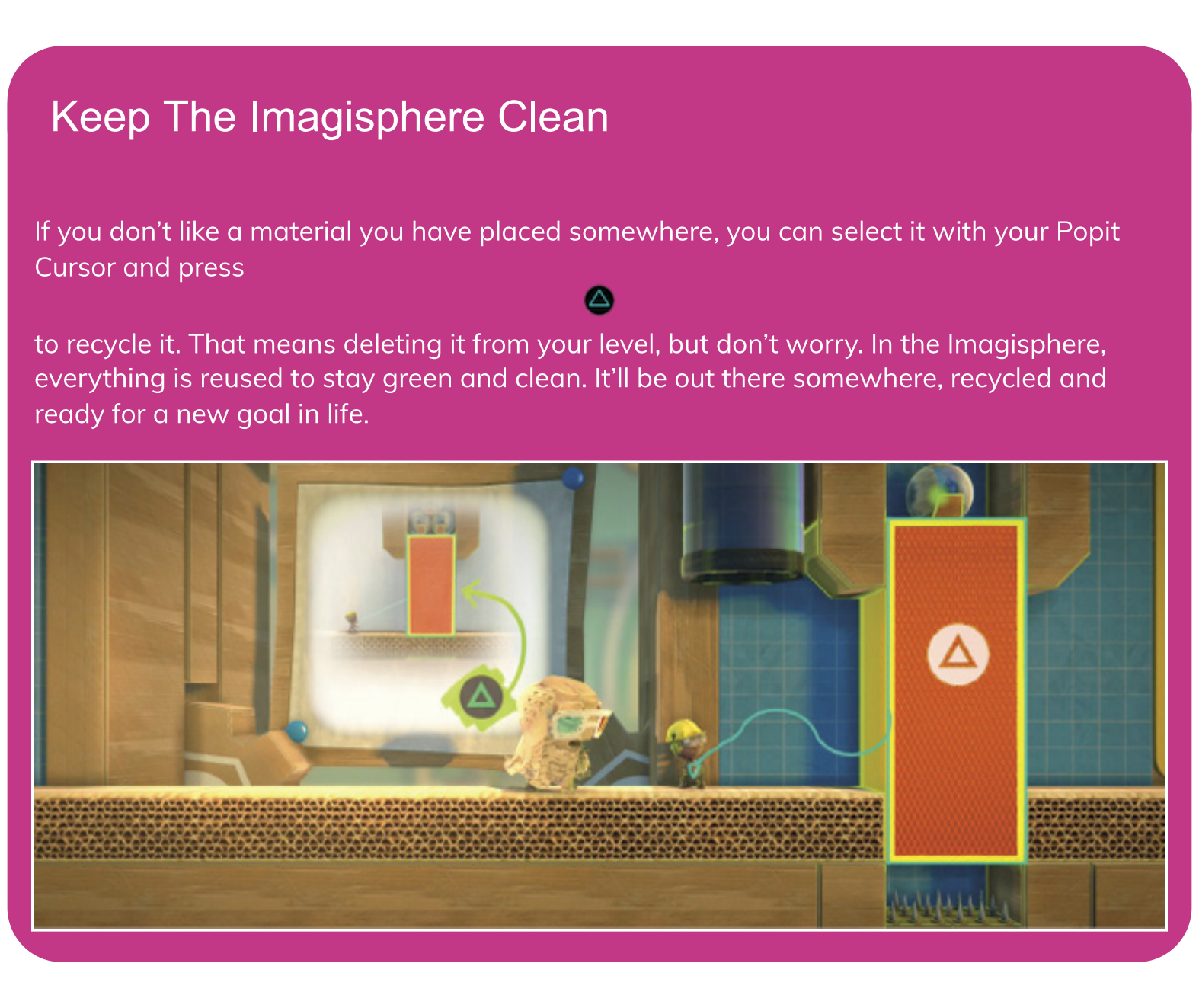

New Decoration!
New Sticker!


550
New Sticker!
New Object!

Hold It



Beware of the spikes in the next room. If your sack person is used to running headlong into the next area, you might want to start looking where you're going so they don't get themselves skewered. Grab the orange shape, resize it, spin it, and move it to create a platform for your sack person. Use the same shape a second time to create a slanting platform to move forward again, leaping to pop the **Tin Cup–Red Object** Prize Bubble on the way.

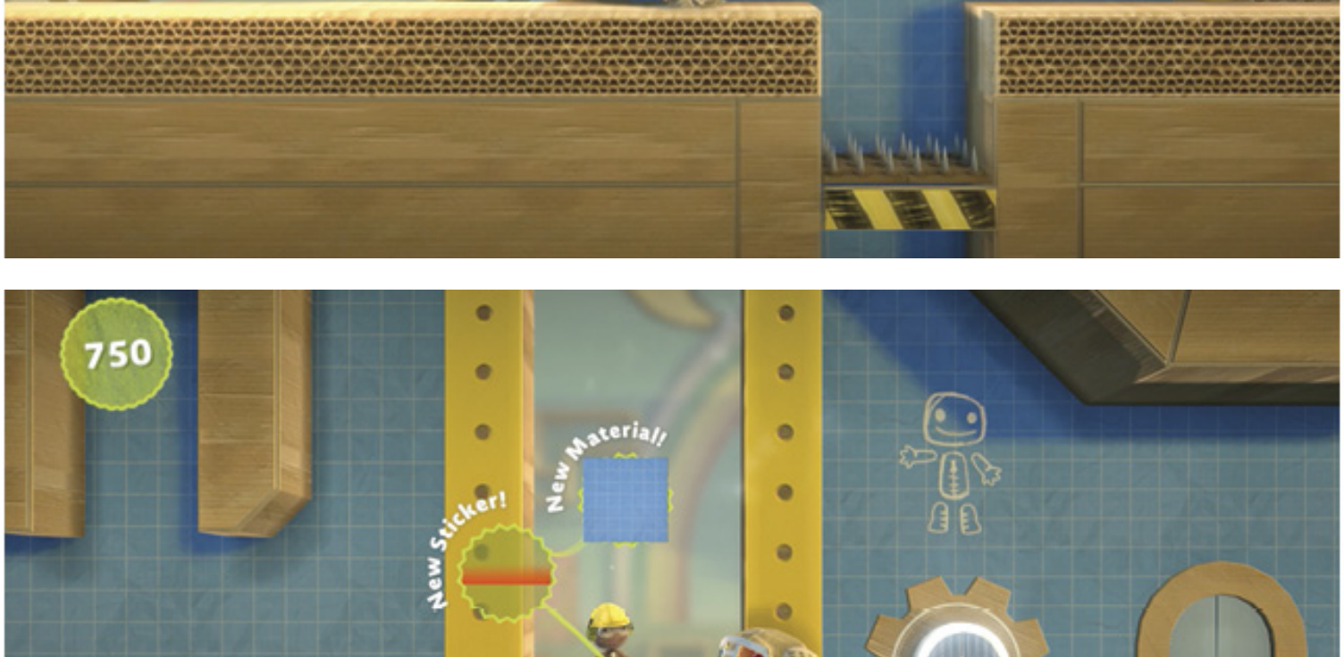

LEVEL COMPLETE GIFTS: COLORED CIRCLES, CHALK SQUIGGLE, FLOPPY DISK
COLLECTED ALL GIFTS: COLOR SPLASH
ROUGH RED SQUARE
CHALK LINE-DOTTED
CRICKET BALL
CORRUGATED CARDBOARD
LIGHT BLUE SPLAT
GREEN RADIAL FADE INWARDS
TORN PAPER
ROLLED BLUEPRINT
BLUEPRINT PAPER
ROYAL BLUE SPLAT
CURLED TAPE MEASURE
CHALK DUST
RED LONG GRADIENT

Now You See It, Now You Don't

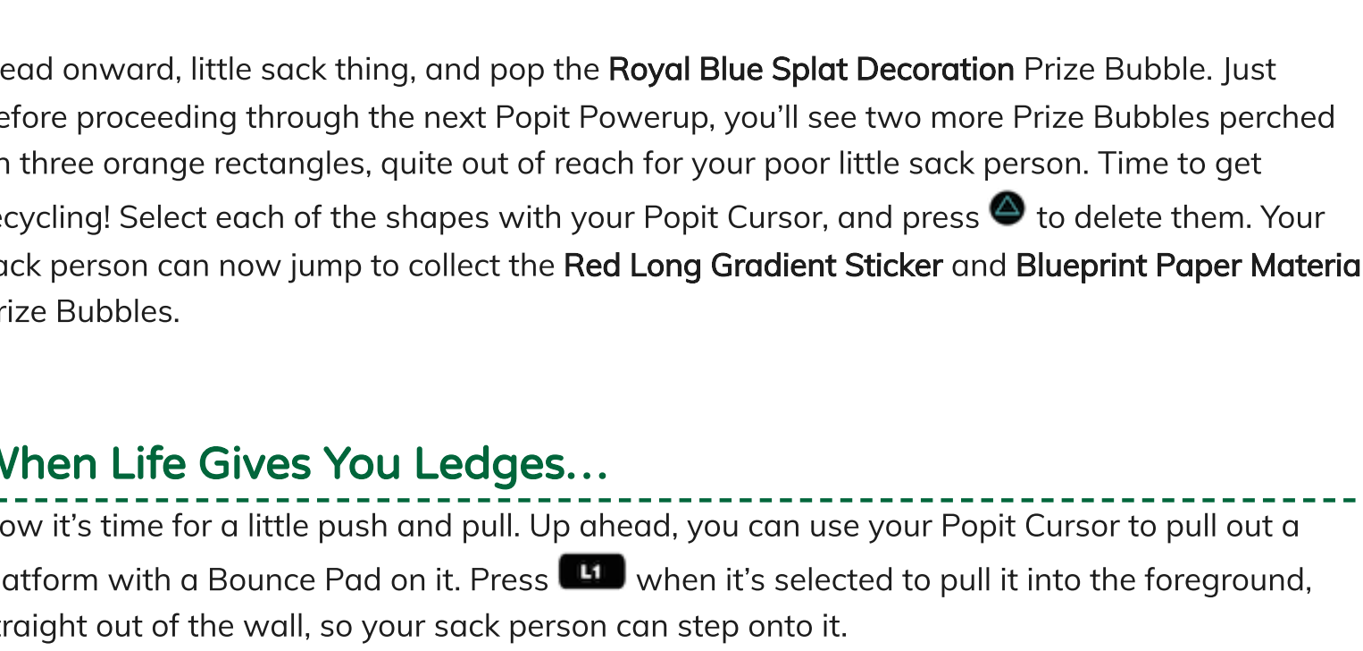
Proceed down the ramp through your next Popit Powerup. This is where things get really fun: it's time to play magician and make objects disappear!

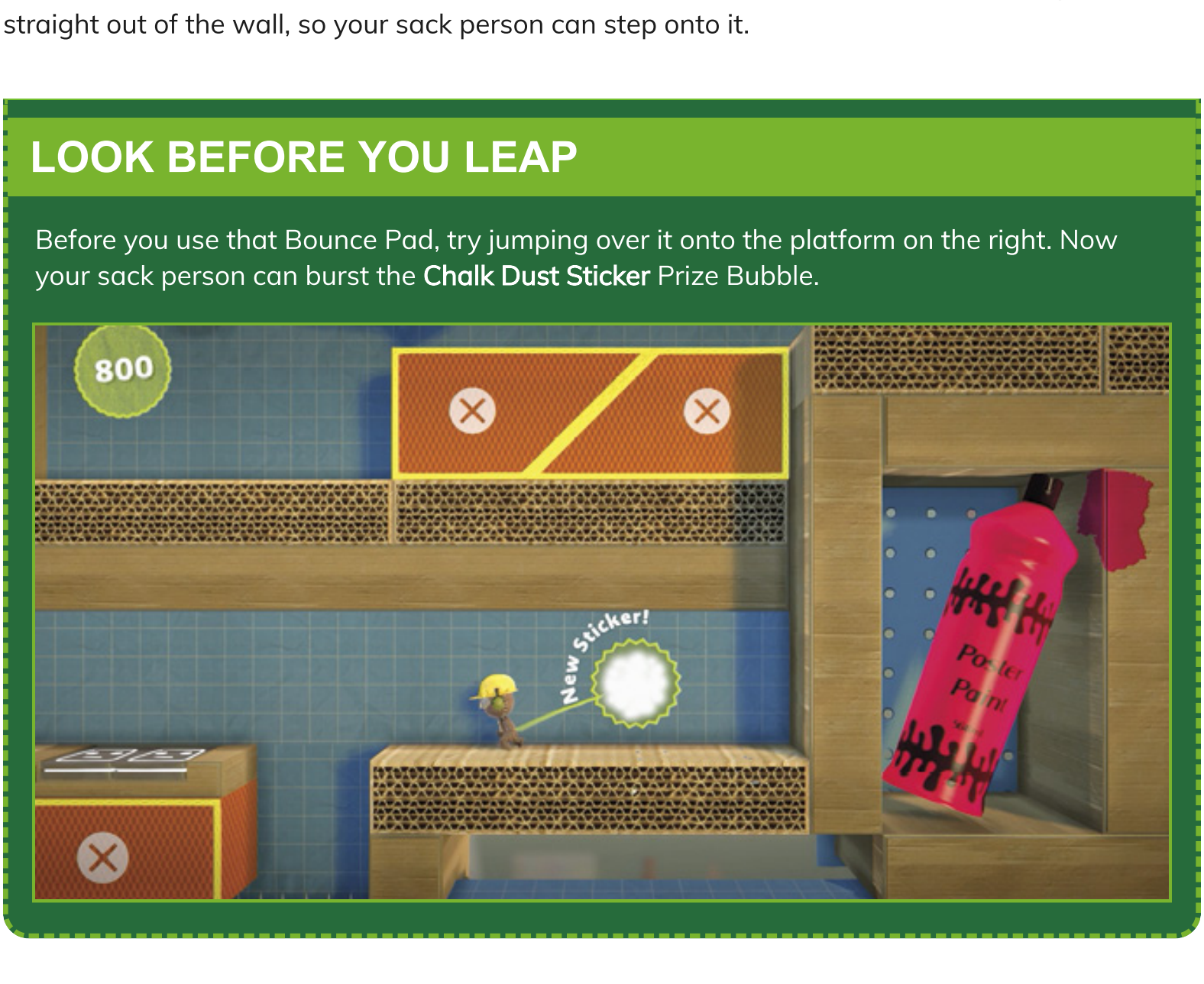
Keep The Imagisphere Clean

If you don't like a material you have placed somewhere, you can select it with your Popit Cursor and press △ to recycle it. That means deleting it from your level, but don't worry. In the Imagisphere, everything is reused to stay green and clean. It'll be out there somewhere, recycled and ready for a new goal in life.



See that big orange rectangle up ahead, the one that's so rudely blocking your sack person's path? Select it with your Popit Cursor, and then press △ to recycle it.


New Decoration!


750
New Sticker!
New Material!

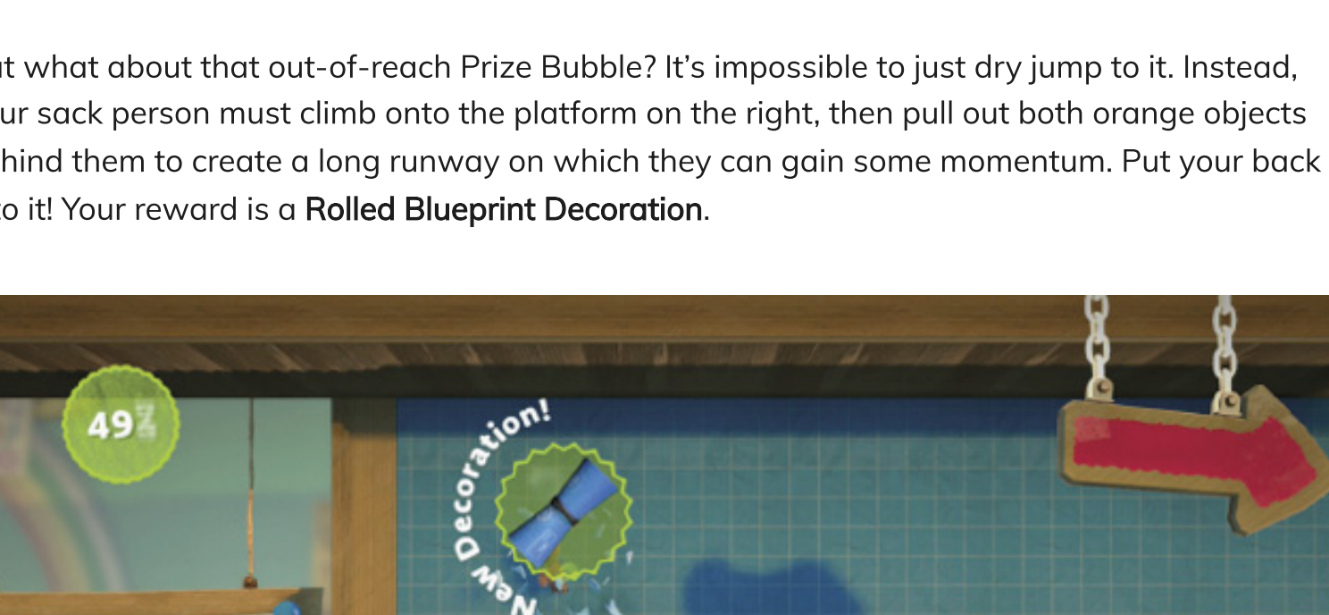
Head onward, little sack thing, and pop the **Royal Blue Splat Decoration** Prize Bubble. Just before proceeding through the next Popit Powerup, you'll see two more Prize Bubbles perched on three orange rectangles, quite out of reach for your poor little sack person. Time to get recycling! Select each of the shapes with your Popit Cursor, and press △ to delete them. Your sack person can now jump to collect the **Red Long Gradient Sticker** and **Blueprint Paper Material** Prize Bubbles.

When Life Gives You Ledges…

Now it's time for a little push and pull. Up ahead, you can use your Popit Cursor to pull out a platform with a Bounce Pad on it. Press L1 when it's selected to pull it into the foreground, straight out of the wall, so your sack person can step onto it.

LOOK BEFORE YOU LEAP

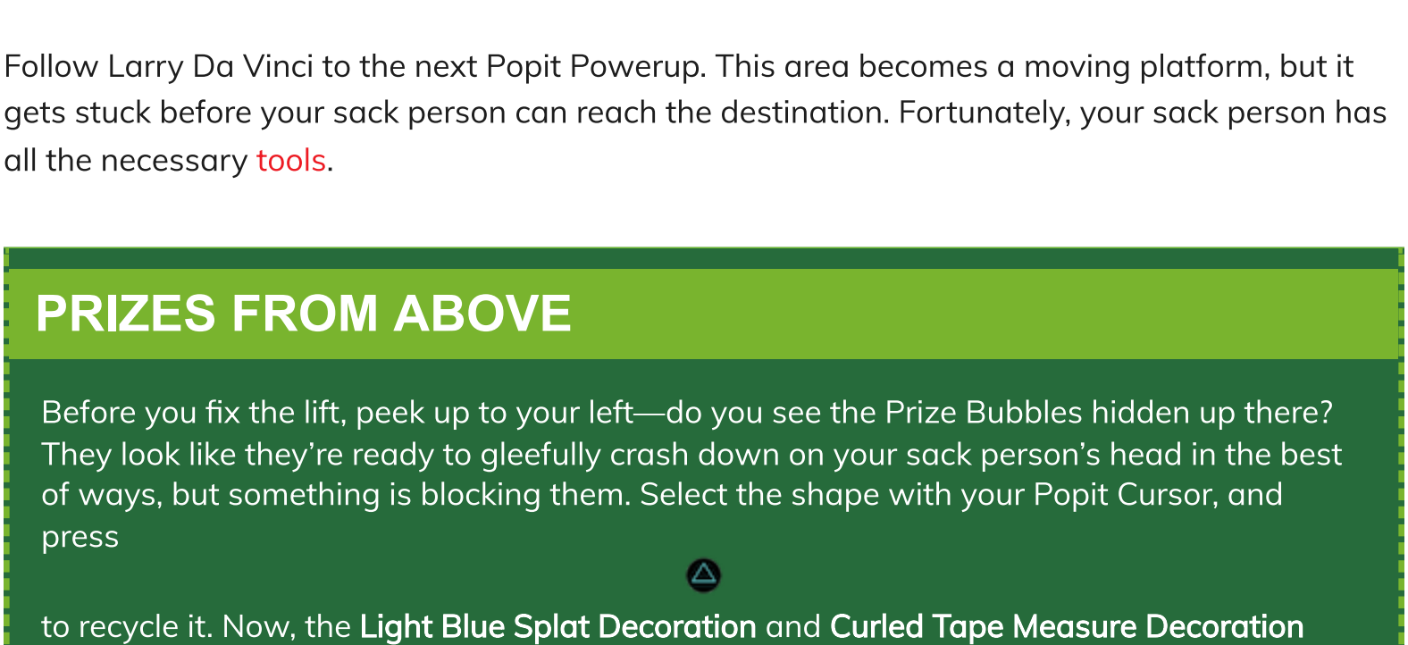
Before you use that Bounce Pad, try jumping over it onto the platform on the right. Now your sack person can burst the **Chalk Dust Sticker** Prize Bubble.


800
New Sticker!

Now, return to the Bounce Pad, and launch your sack person up onto the platform above.

To make it onto the platform ahead, select the orange shapes. Press L2 to push one into the wall, or press L1 to pull one out from the wall so that your sack person can use it as a ramp.

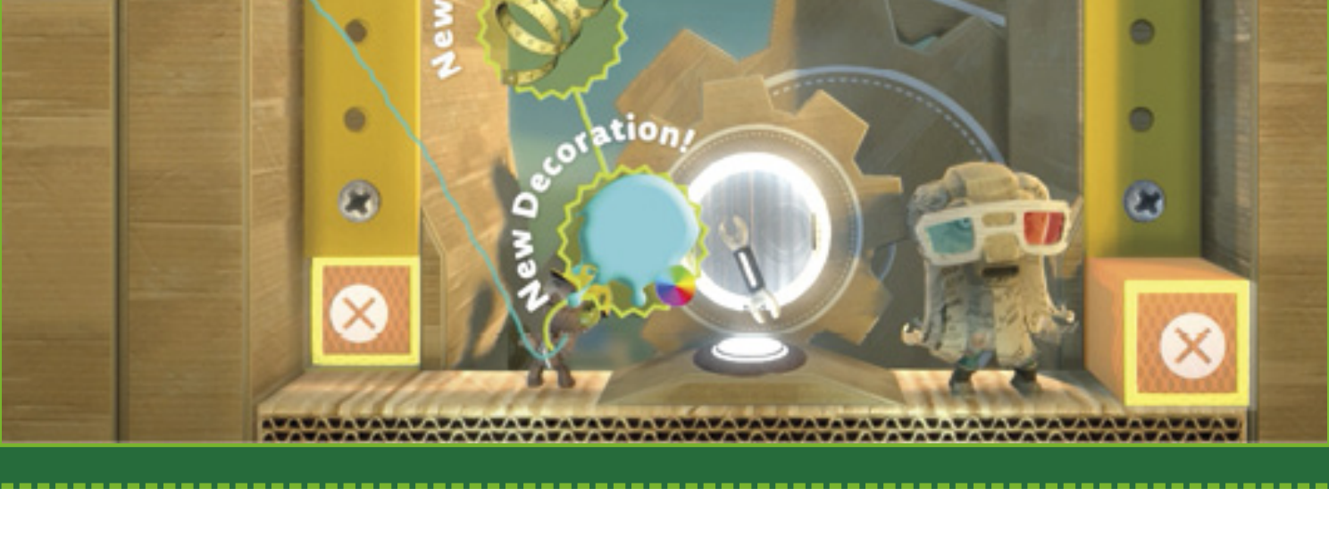
But what about that out-of-reach Prize Bubble? It's impossible to just dry jump to it. Instead, your sack person must climb onto the platform on the right, then pull out both orange objects behind them to create a long runway on which they can gain some momentum. Put your back into it! Your reward is a **Rolled Blueprint Decoration**.

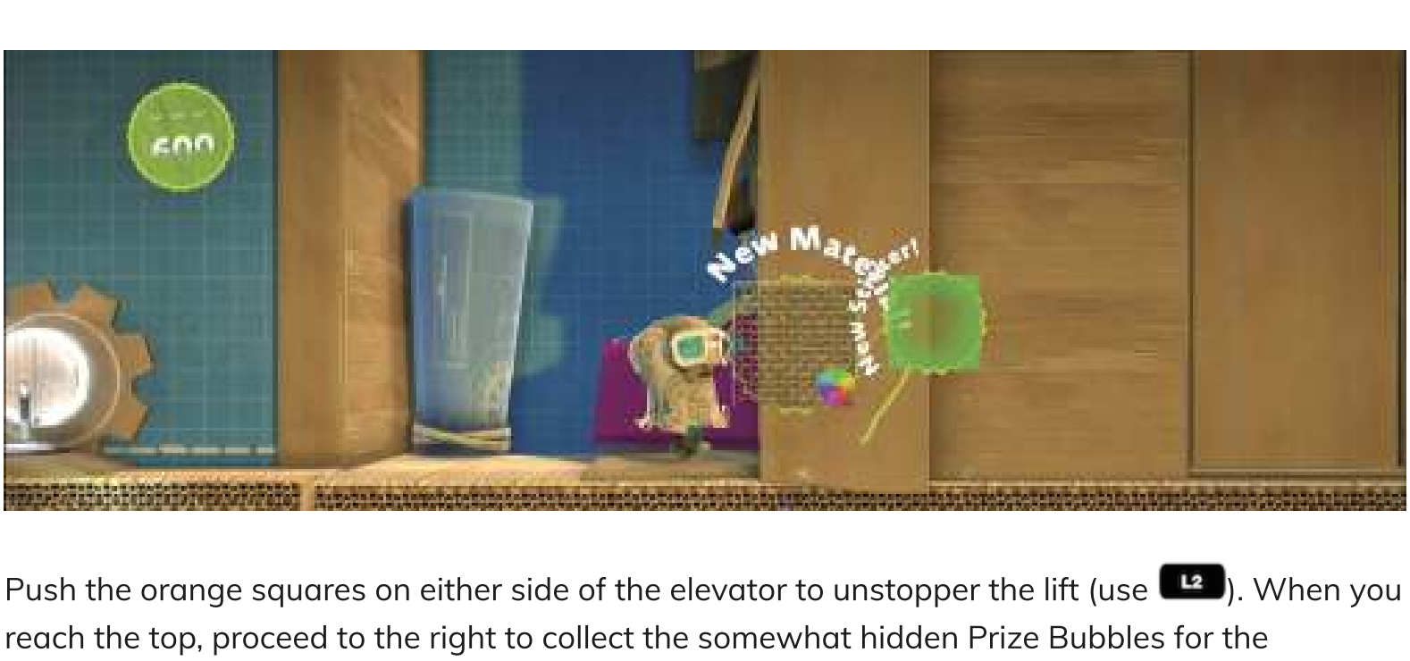

New Decoration!
L1

Follow Larry Da Vinci to the next Popit Powerup. This area becomes a moving platform, but it gets stuck before your sack person can reach the destination. Fortunately, your sack person has all the necessary tools.

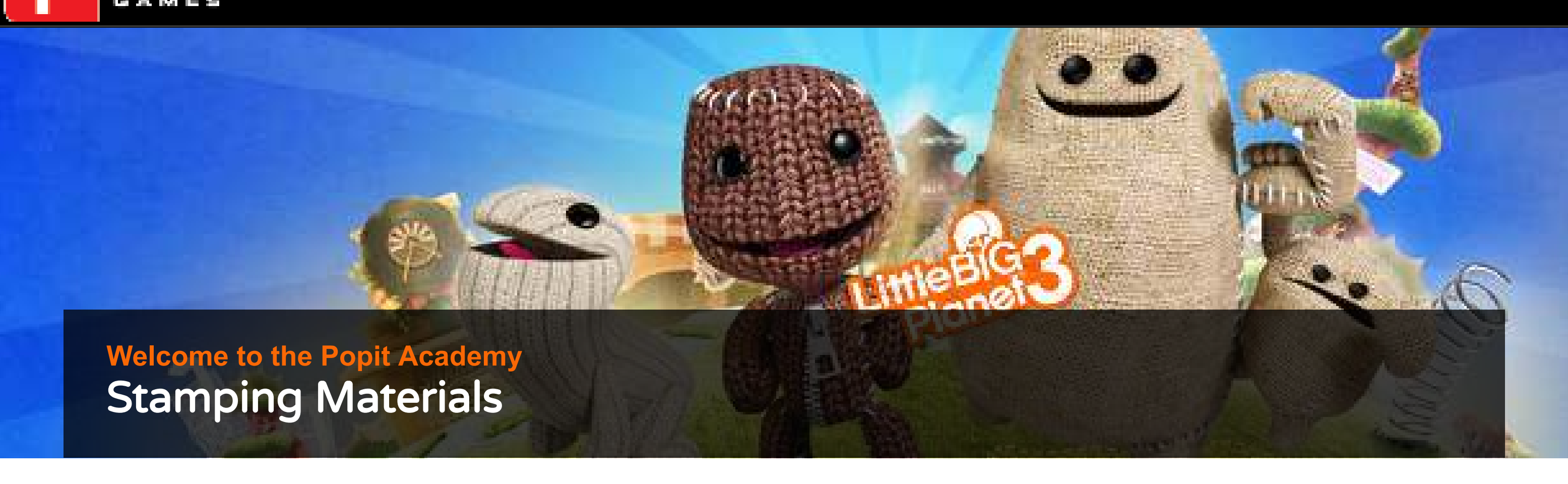
PRIZES FROM ABOVE

Before you fix the lift, peek up to your left—do you see the Prize Bubbles hidden up there? They look like they're ready to gleefully crash down on your sack person's head in the best of ways, but something is blocking them. Select the shape with your Popit Cursor, and press △ to recycle it. Now, the **Light Blue Splat Decoration** and **Curled Tape Measure Decoration** Prize Bubbles roll directly onto your sack person for automatic popping.


900
New Decoration!
New Decoration!

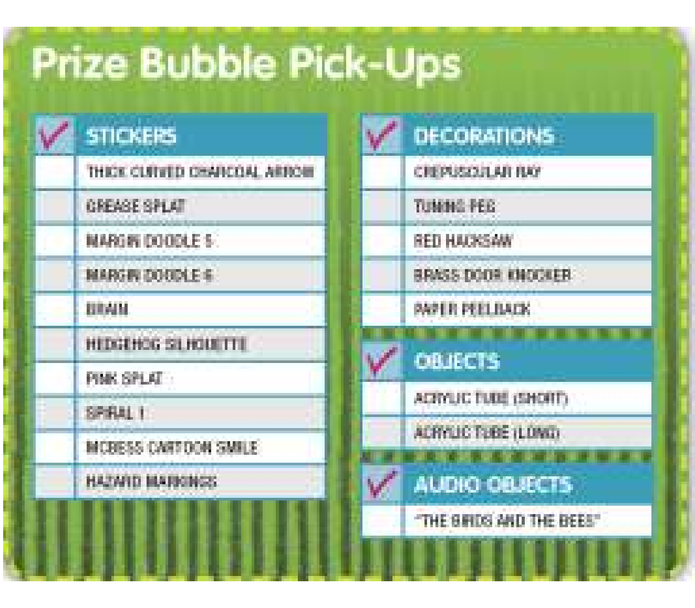

New Material!
New Sticker!

Push the orange squares on either side of the elevator to unstopper the lift (use L2). When you reach the top, proceed to the right to collect the somewhat hidden Prize Bubbles for the **Corrugated Cardboard Material** and **Green Radial Fade Inwards Sticker**. Now, head left to your



Welcome to the Popit Academy

Stamping Materials



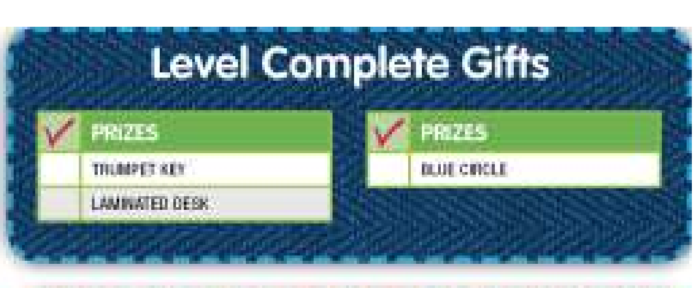
Prize Bubble Pick-Ups

☑	STICKERS
☐	THICK CURVED CHARCOAL ARROW
☐	GREASE SPLAT
☐	MARGIN DOODLE 5
☐	MARGIN DOODLE 6
☐	BRAIN
☐	HEDGEHOG SILHOUETTE
☐	PINK SPLAT
☐	SPIRAL 1
☐	MCBESS CARTOON SMILE
☐	HAZARD MARKINGS

☑	DECORATIONS
☐	CREPUSCULAR RAY
☐	TUNING PEG
☐	RED HACKSAW
☐	BRASS DOOR KNOCKER
☐	PAPER PEELBACK

☑	OBJECTS
☐	ACRYLIC TUBE (SHORT)
☐	ACRYLIC TUBE (LONG)

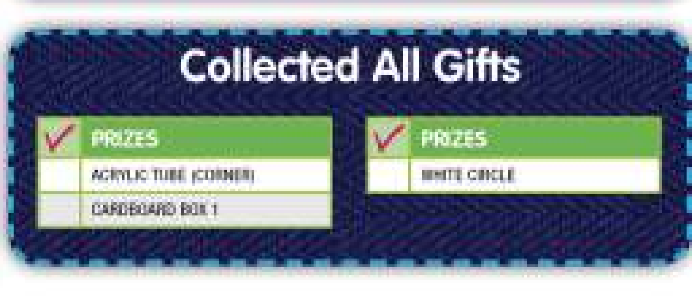
☑	AUDIO OBJECTS
☐	"THE BIRDS AND THE BEES"



Level Complete Gifts

☑	PRIZES
☐	TRUMPET KEY
☐	LAMINATED DESK

☑	PRIZES
☐	BLUE CIRCLE

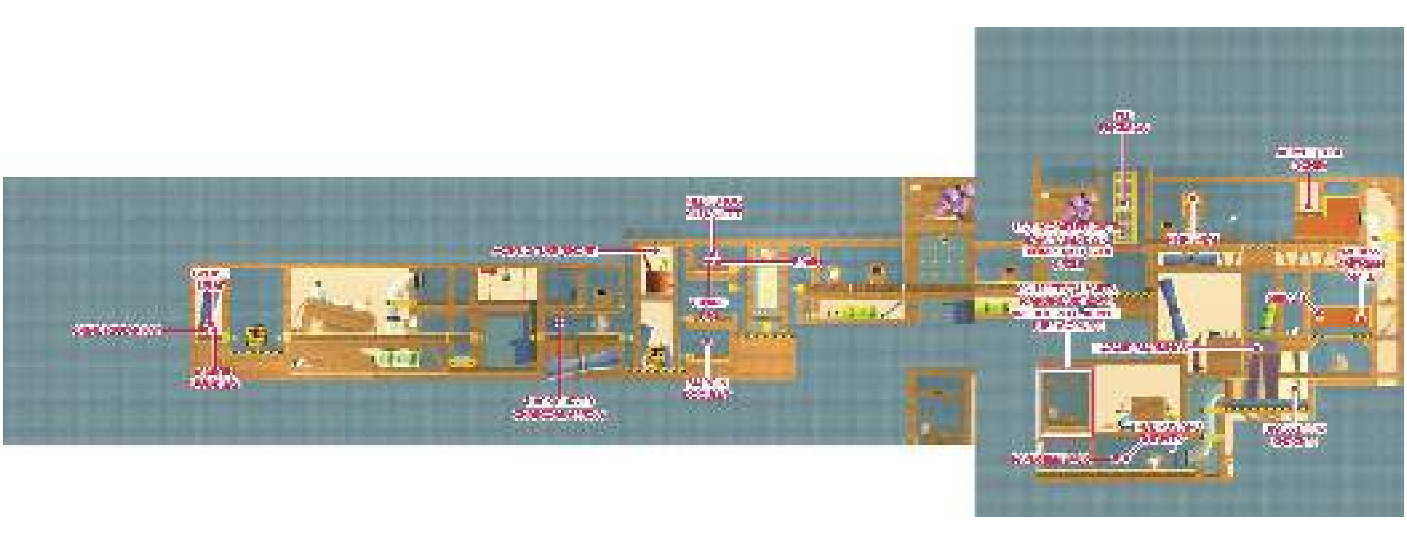


Collected All Gifts

☑	PRIZES
☐	ACRYLIC TUBE (CORNER)
☐	CARDBOARD BOX 1

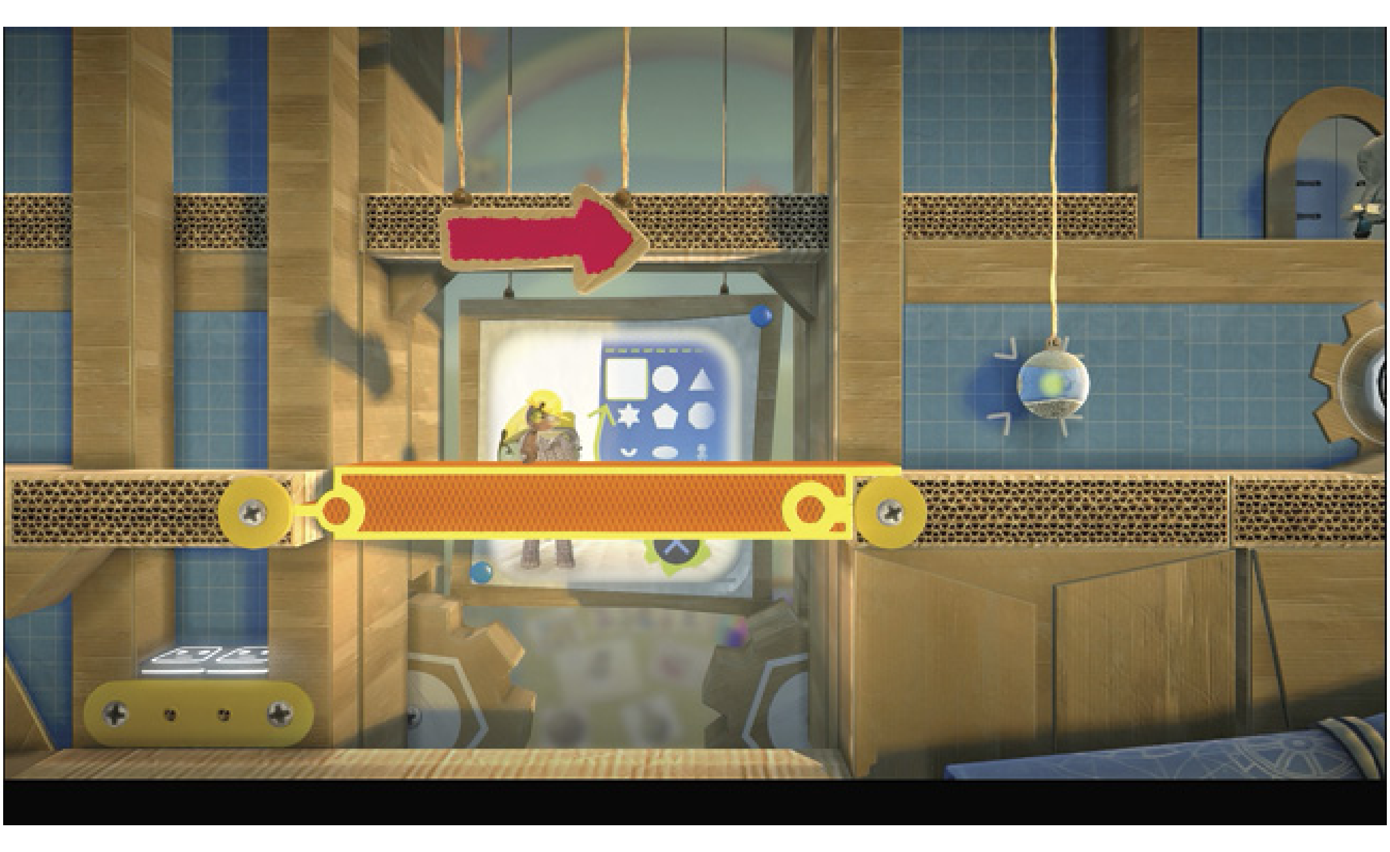
☑	PRIZES
☐	WHITE CIRCLE

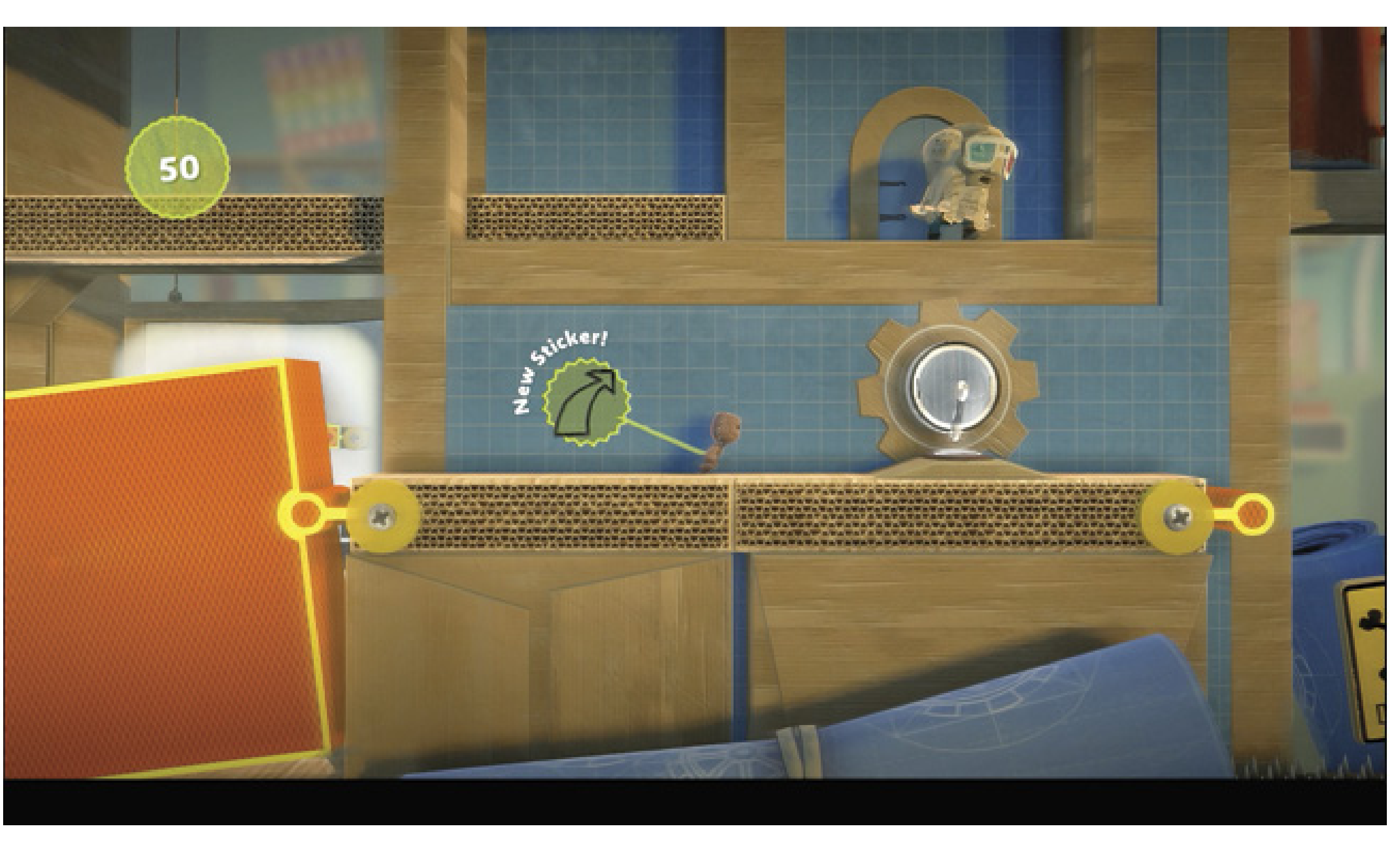
Although you've finished your first lesson, there is lots more to learn at Popit Academy. Learning to use materials is one of the most important things you should master when you're getting ready to build in Create Mode. As you start this lesson, your sack person dons their hat and follows along with Larry Da Vinci.



Building Platforms

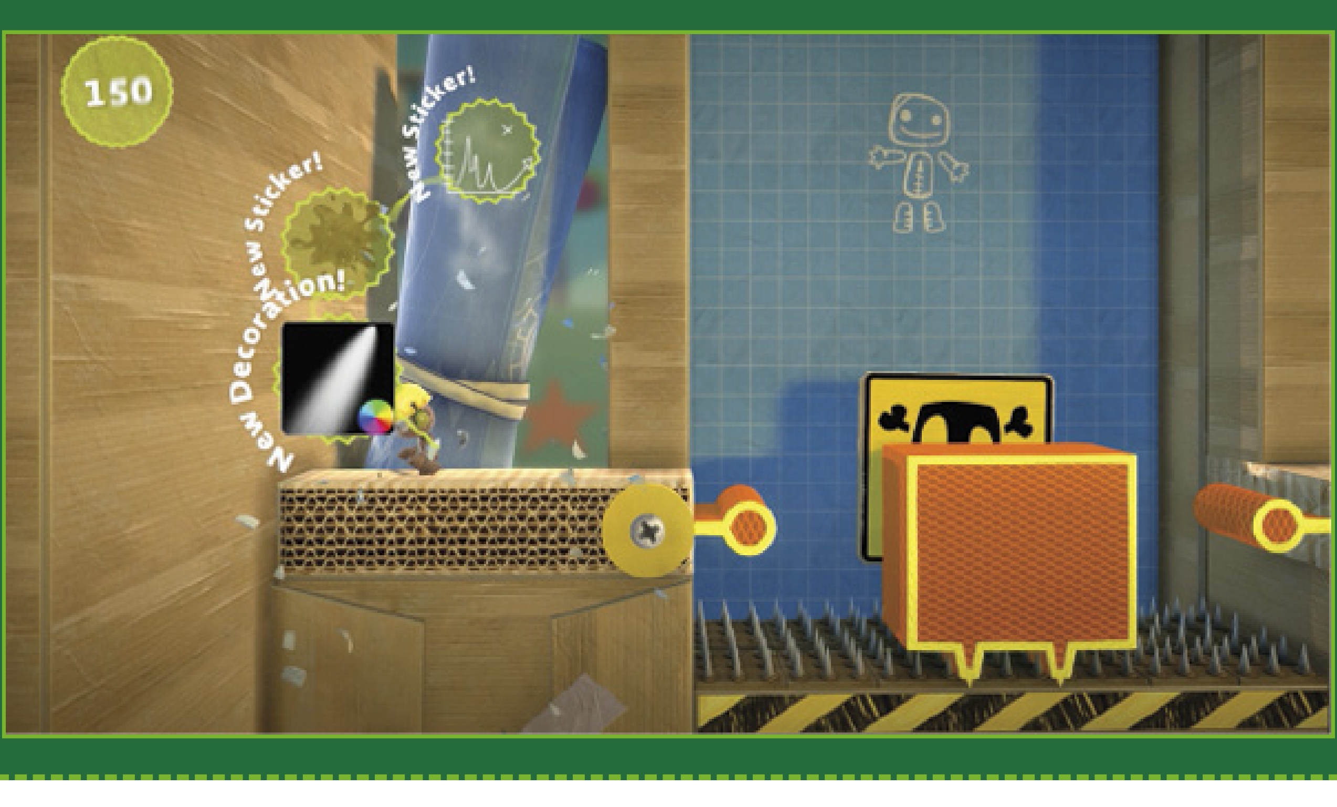
Your sack person is going to face many, many gaps in their adventures, and you can fill them with shapes that you create using materials you collect. Create your first bridge to get to the Prize Bubble for the **Thick Curved Charcoal Arrow Sticker**.



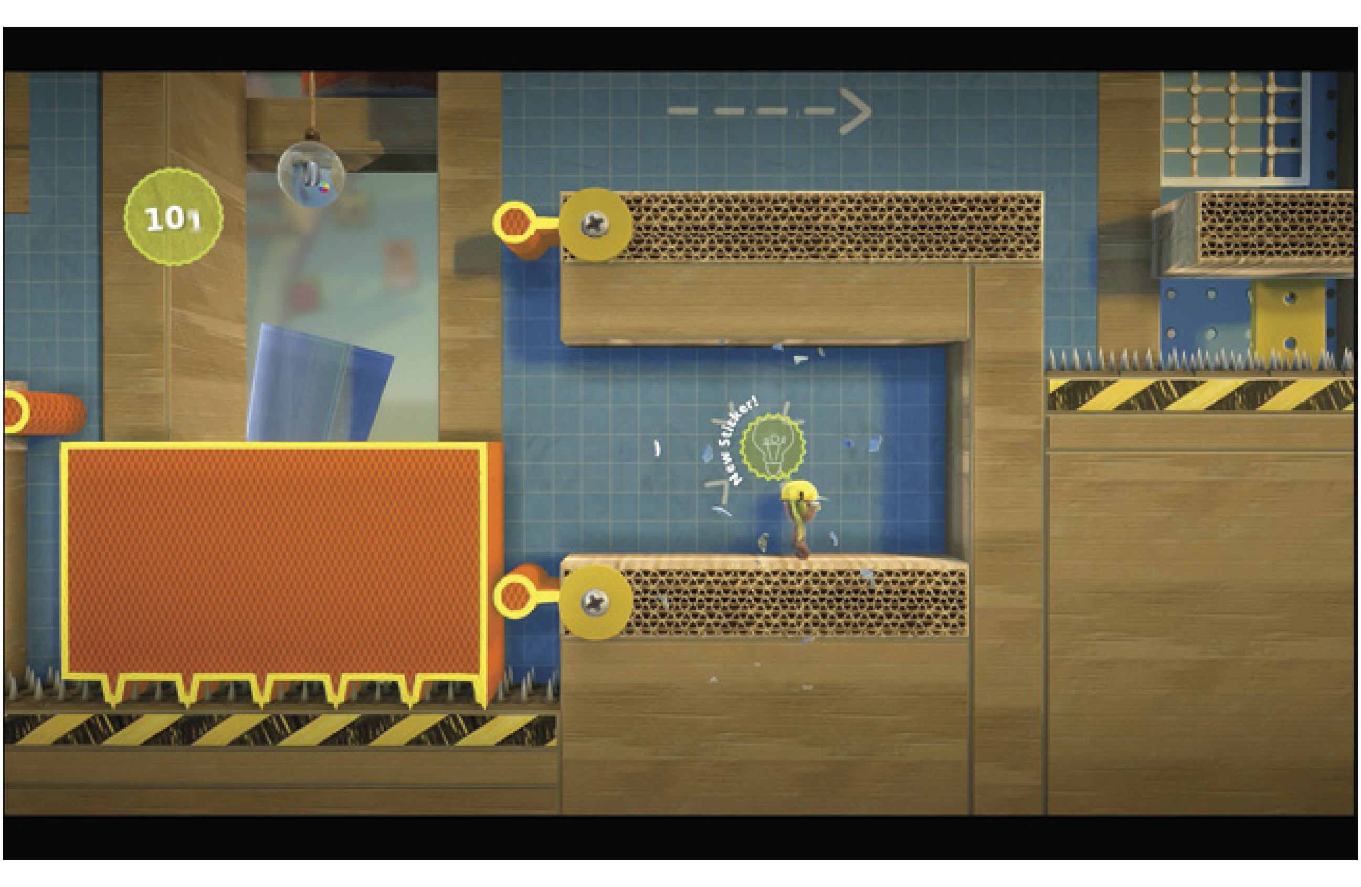


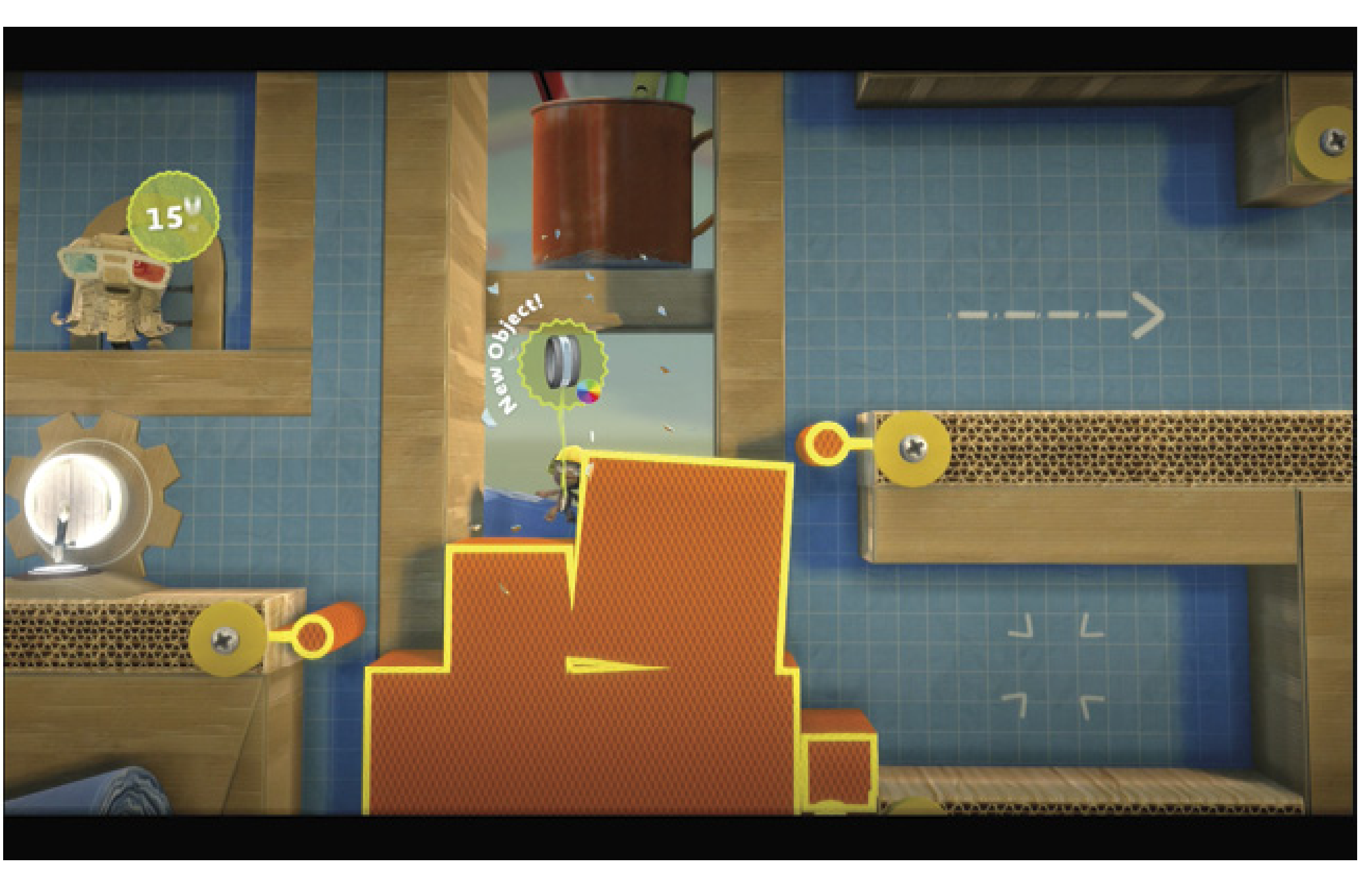
TO THE LEFT

Before you head to the right to start your sack person's next lesson at the academy, you can take a turn to the left instead and build a platform to three additional Prize Bubbles. These goodies are for the **Crepuscular Ray Decoration**, **Grease Splat Sticker**, and **Margin Doodle 5 Sticker**.

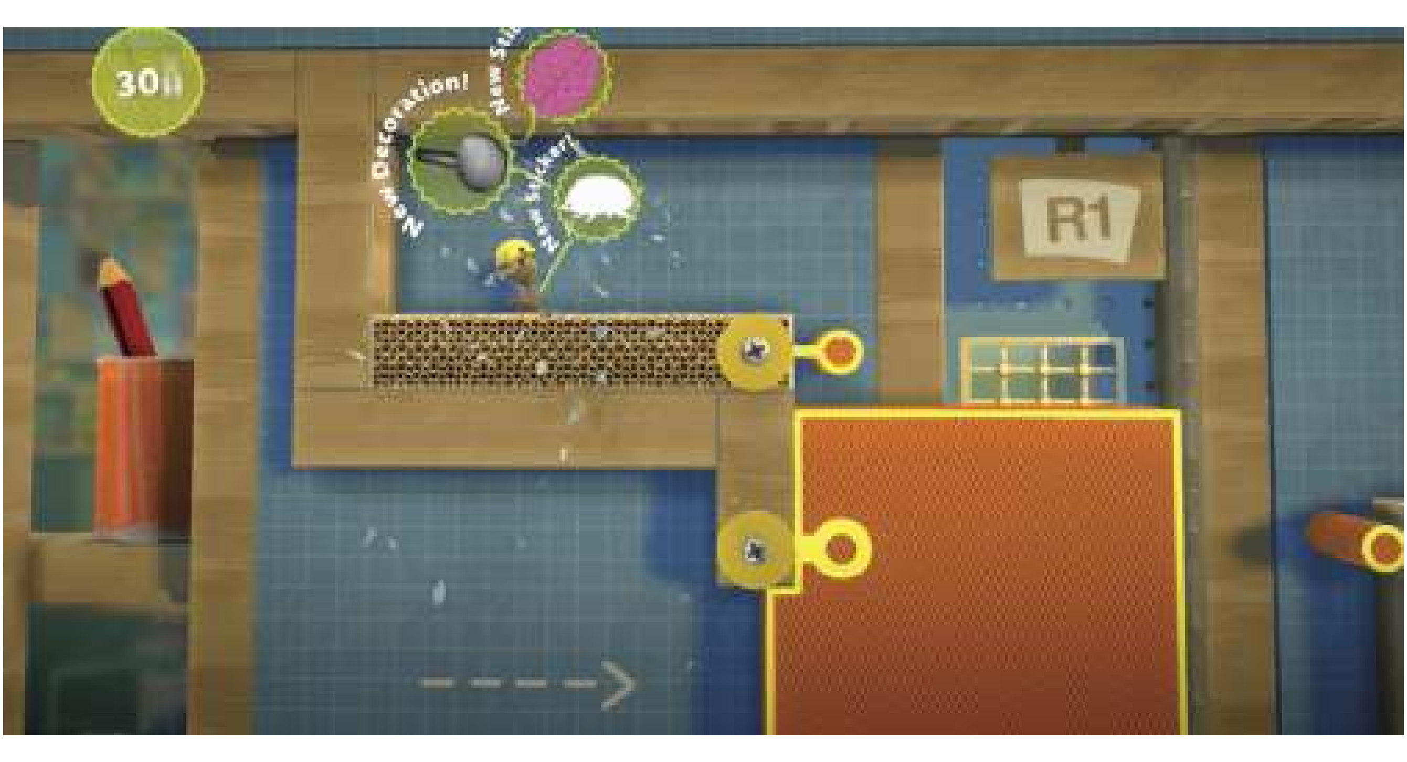


In the next room, build a platform of your choosing to make it across the spikes to the lower platform, where you can pop the Prize Bubble for the **Margin Doodle 6 Sticker**. Make your way up to the upper platform to proceed to the right, popping the **Acrylic Tube (Short) Object** Prize Bubble along the way.





Press R1 while moving your sack person with the left stick to climb in the next room. However, you must also create some platforms with your Hi-Vis Vest material to reach the Prize Bubbles for the **Tuning Peg Decoration**, **Brain Sticker**, and **Hedgehog Silhouette Sticker**.



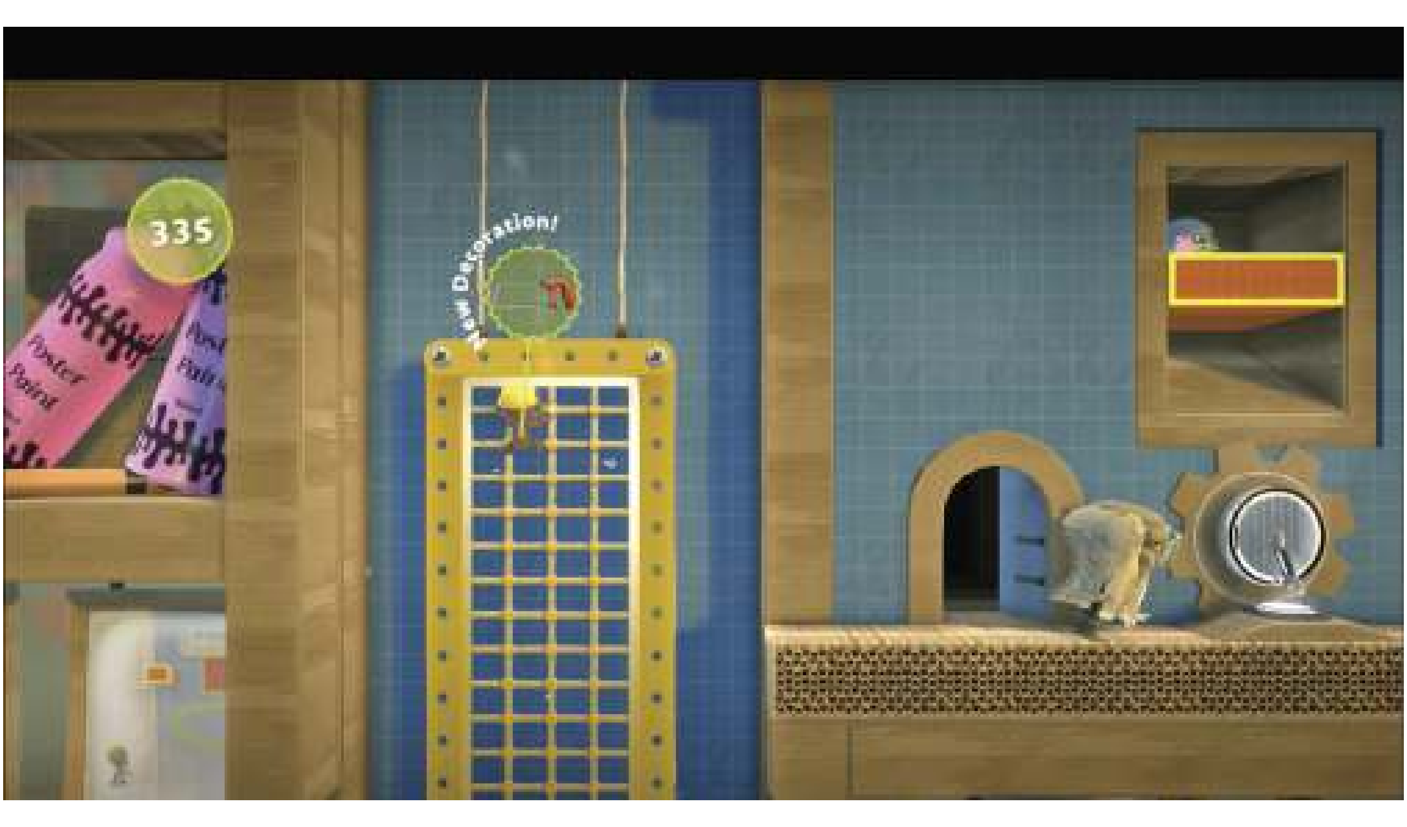
A New Way to Recycle

Rejoin Larry Da Vinci to learn about deleting materials with other materials using the Recycle button, then give it a whirl.

Cutting Through Other Materials

If you want to get rid of a material in your level, you can cut through it with another material. Hold the shape over the area you want to delete, and then press △ to watch it disappear. You can also hold △ while wiping with the left stick to tackle large areas.

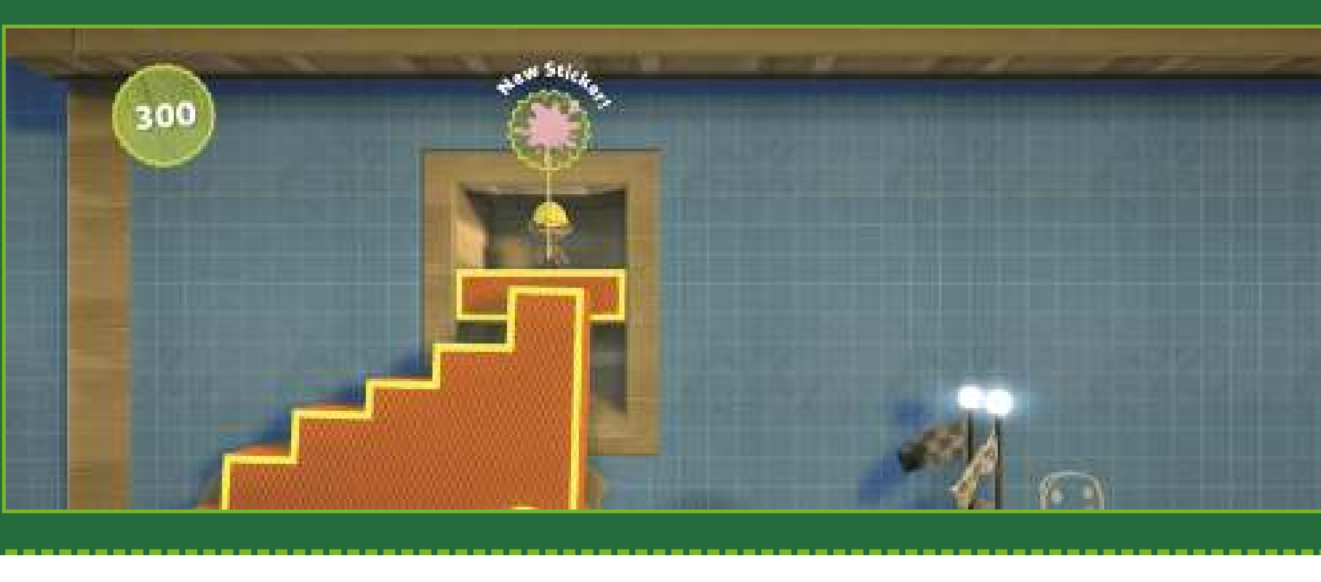
Once the grate drops, climb it with R1 to reach the platform to the right. At the top, burst the Prize Bubble for the **Red Hacksaw Decoration**, and jump to the right.



BUILDING A STAIRCASE

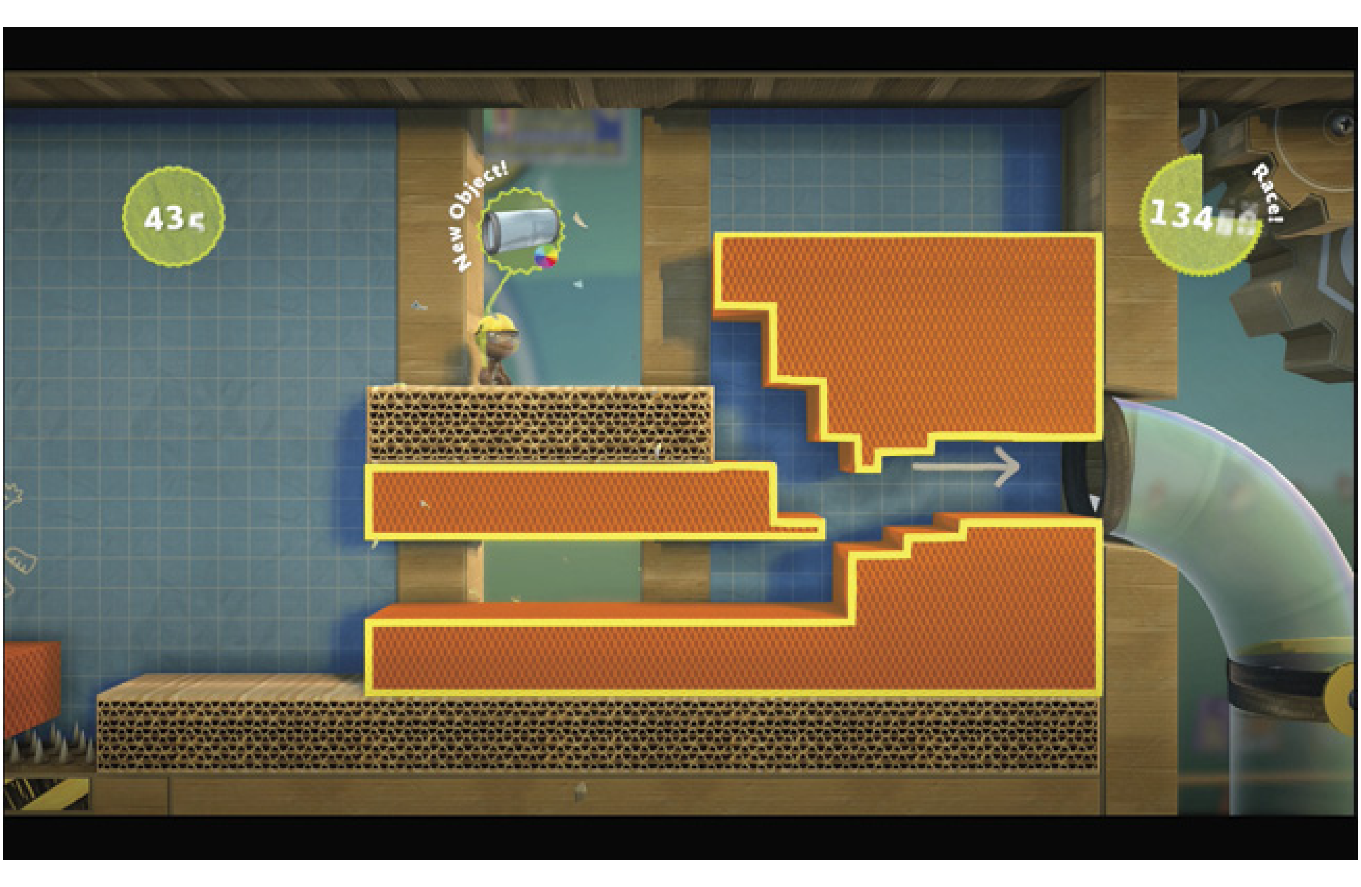
See that Prize Bubble hidden up above the next Popit Powerup? The only way to reach it is to build your way to it, so your sack person can climb up there. One way to do this is to create several towers in increasing size, leading from your sack person to the Prize Bubble.

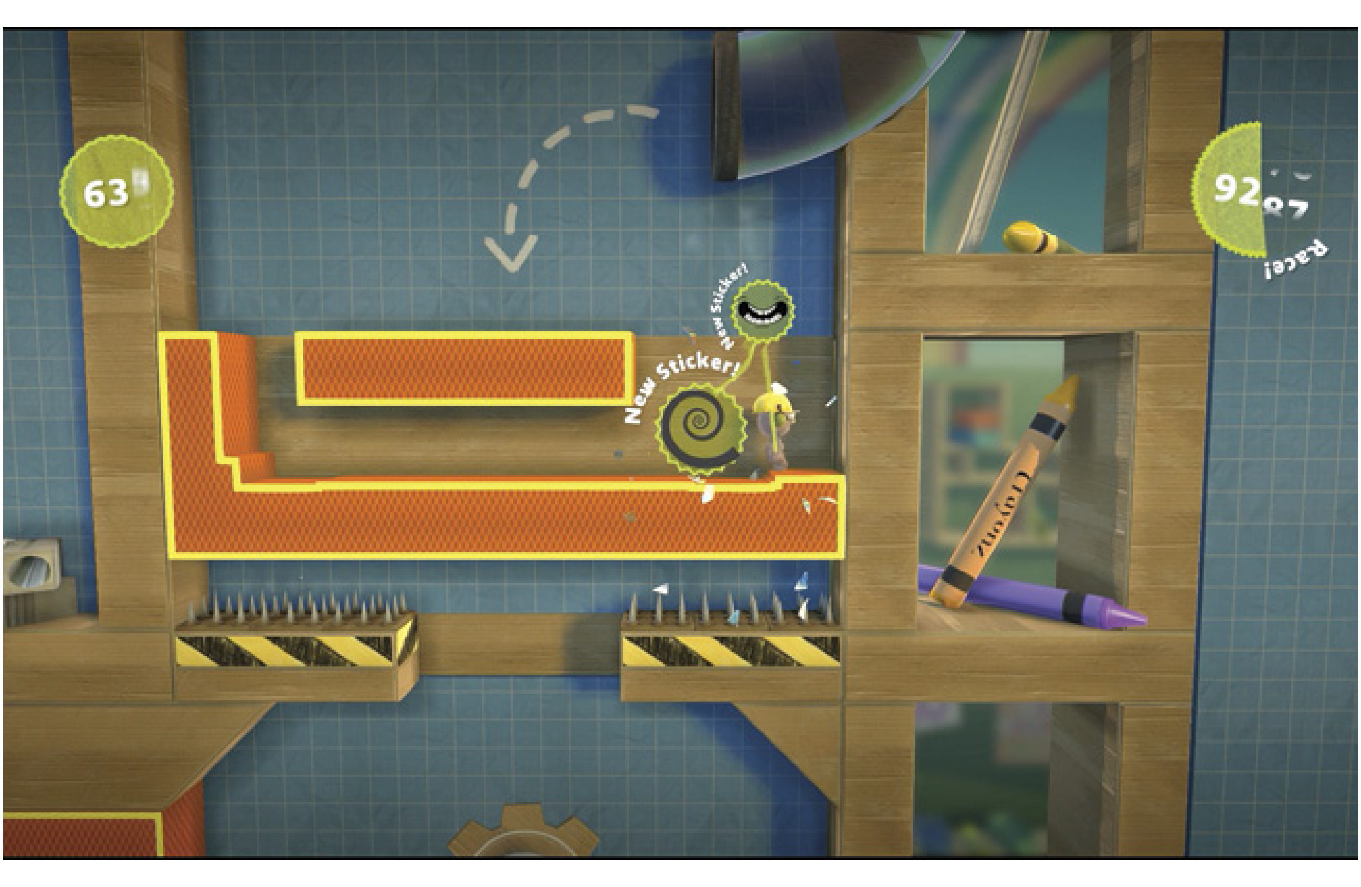
Your sack person can then ascend the staircase you've created to get ahold of the **Pink Splat Sticker**.



Ready, Set, Race!

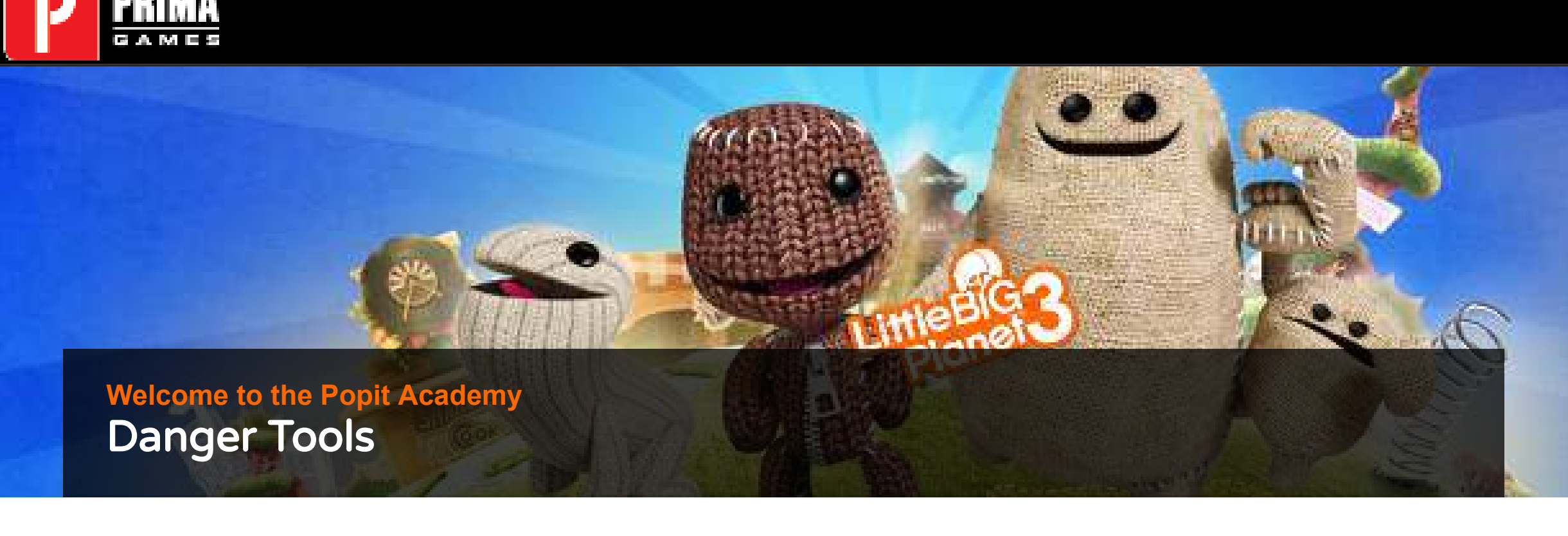
Now that you know how to use your materials to build platforms and cut through things, you're ready to challenge yourself with a race. See how quickly your sack person can make it through, and make sure they collect all the Prize Bubbles along the way.





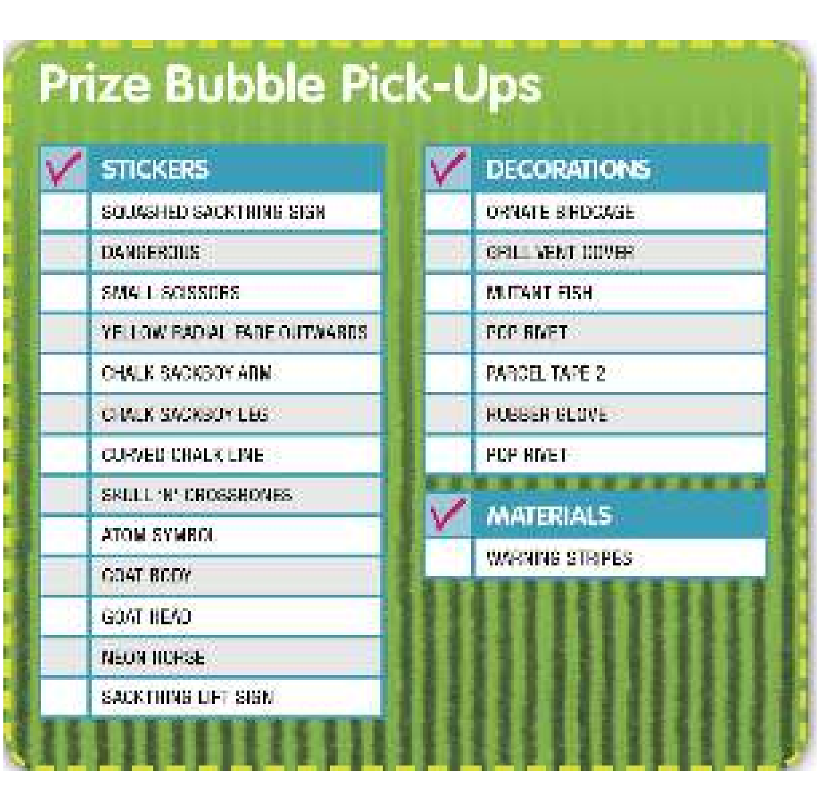
In the first area, your sack person can climb their way to the **Acrylic Tube (Long) Object**. Slide through the tube to the next area, where you can lower your sack person to the **Spiral 1 Sticker** and **McBess Cartoon Smile Sticker**, then drop through the middle to the area below.

Now, cut a zigzagging staircase-like path to the Prize Bubbles in this big orange block.


LittleBIG Planet 3

Welcome to the Popit Academy

Danger Tools

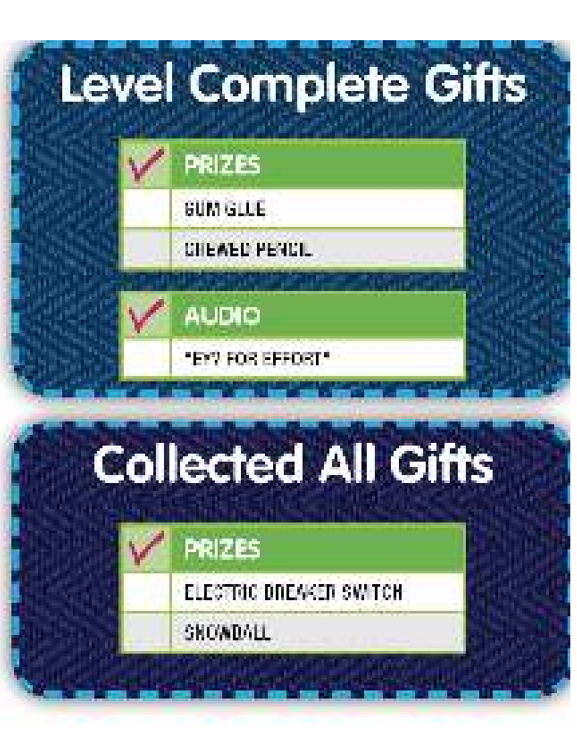


Prize Bubble Pick-Ups

✓	STICKERS
☐	SQUASHED SACKTHING SIGN
☐	DANGEROUS
☐	SMALL SCISSORS
☐	YELLOW RADIAL FADE OUTWARDS
☐	CHALK SACKBOY ARM
☐	CHALK SACKBOY LEG
☐	CURVED CHALK LINE
☐	SKULL 'N' CROSSBONES
☐	ATOM SYMBOL
☐	GOAT BODY
☐	GOAT HEAD
☐	NEON HORSE
☐	SACKTHING LIFT SIGN

✓	DECORATIONS
☐	ORNATE BIRDCAGE
☐	GRILL VENT COVER
☐	MUTANT FISH
☐	POP RIVET
☐	PARCEL TAPE 2
☐	RUBBER GLOVE
☐	POP RIVET

✓	MATERIALS
☐	WARNING STRIPES



Level Complete Gifts

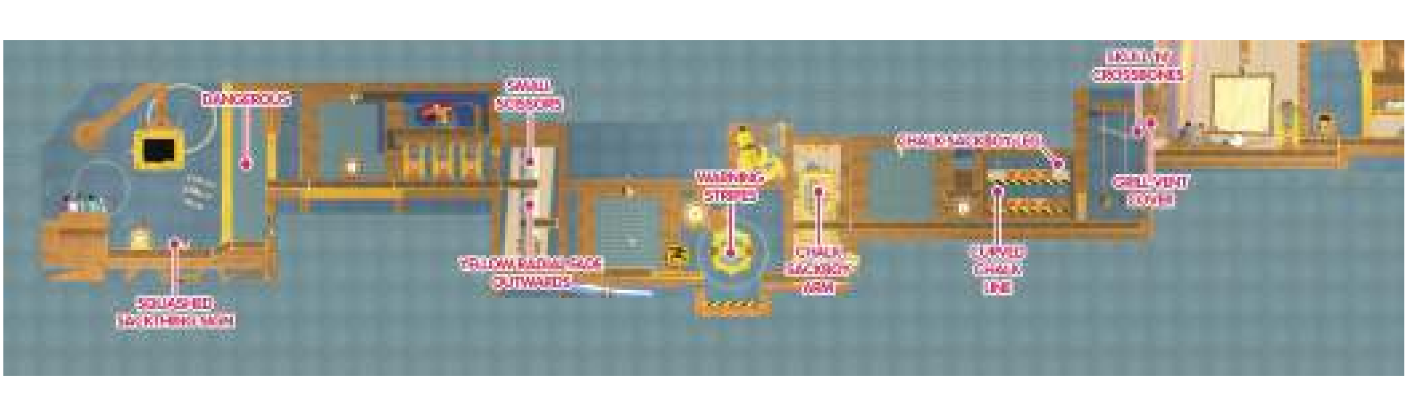
✓	PRIZES
☐	GUM GLUE
☐	CHEWED PENCIL

✓	AUDIO
☐	"E%! FOR EFFORT"

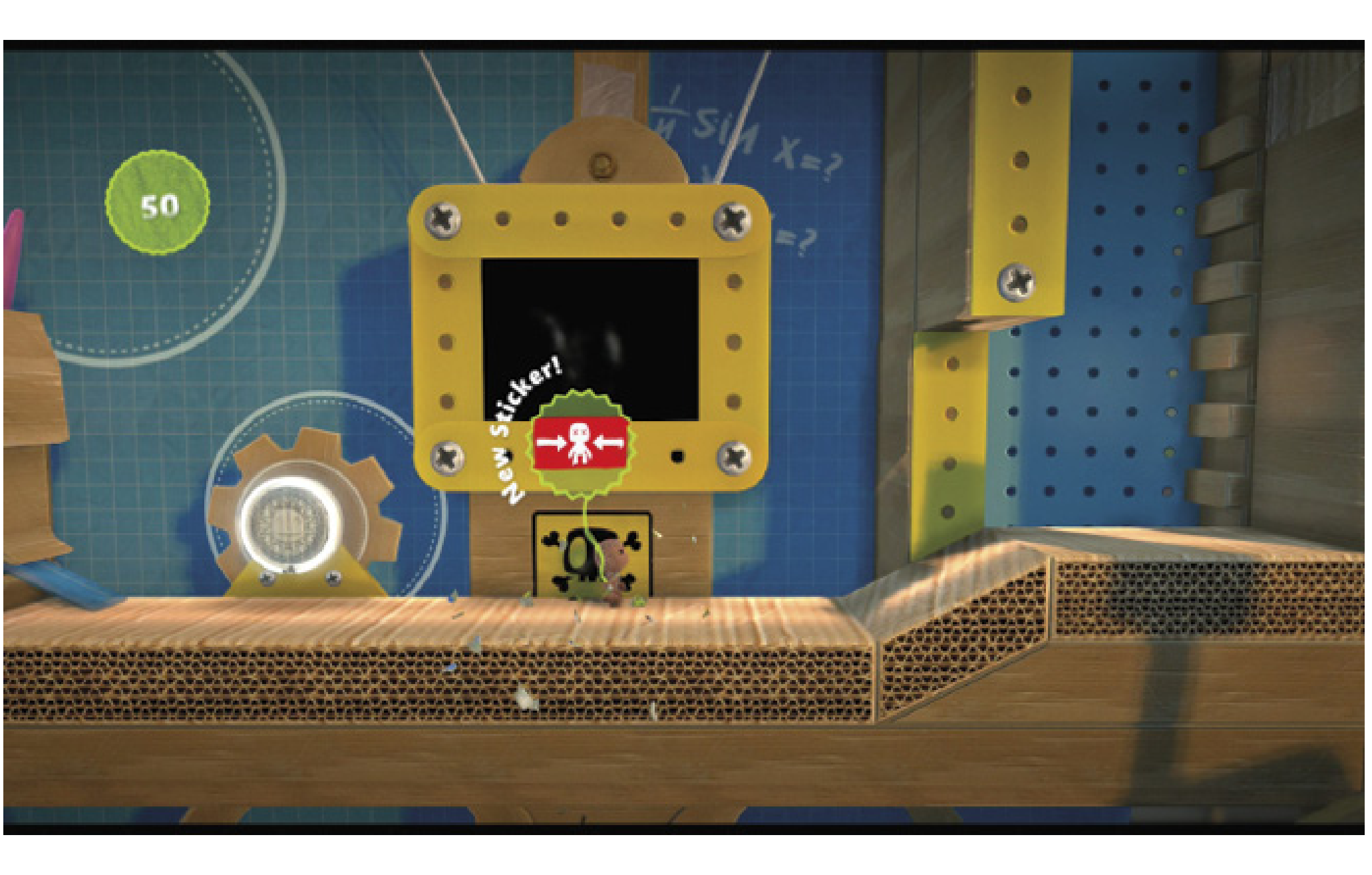
Collected All Gifts

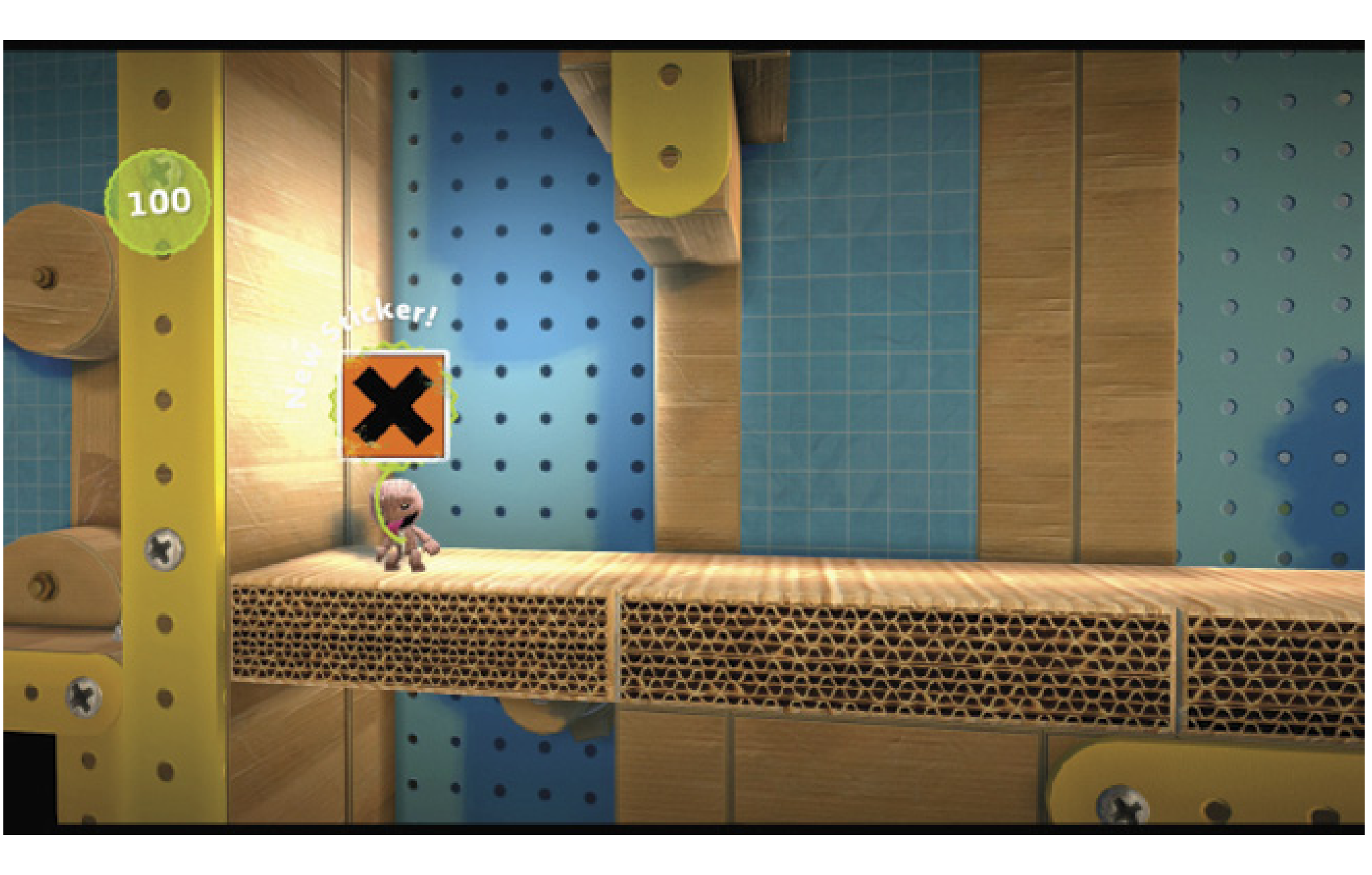
✓	PRIZES
☐	ELECTRIC BREAKER SWITCH
☐	SNOWBALL

The world is a scary place, but what can be more fun than making your world a scary place just the way you like it? Talk about feeling in control!


DANGEROUS
SMALL SCISSORS
SKULL 'N' CROSSBONES
CHALK SACKBOY LEG
WARNING STRIPES
GRILL VENT COVER
YELLOW RADIAL FADE OUTWARDS
CHALK SACKBOY ARM
CURVED CHALK LINE
SQUASHED SACKTHING SIGN

When you start this level, your sack person immediately finds a Prize Bubble containing the **Squashed Sackthing Sign Sticker**. Head up the lift, and jump to pop the Prize Bubble for the **Dangerous Sticker**.

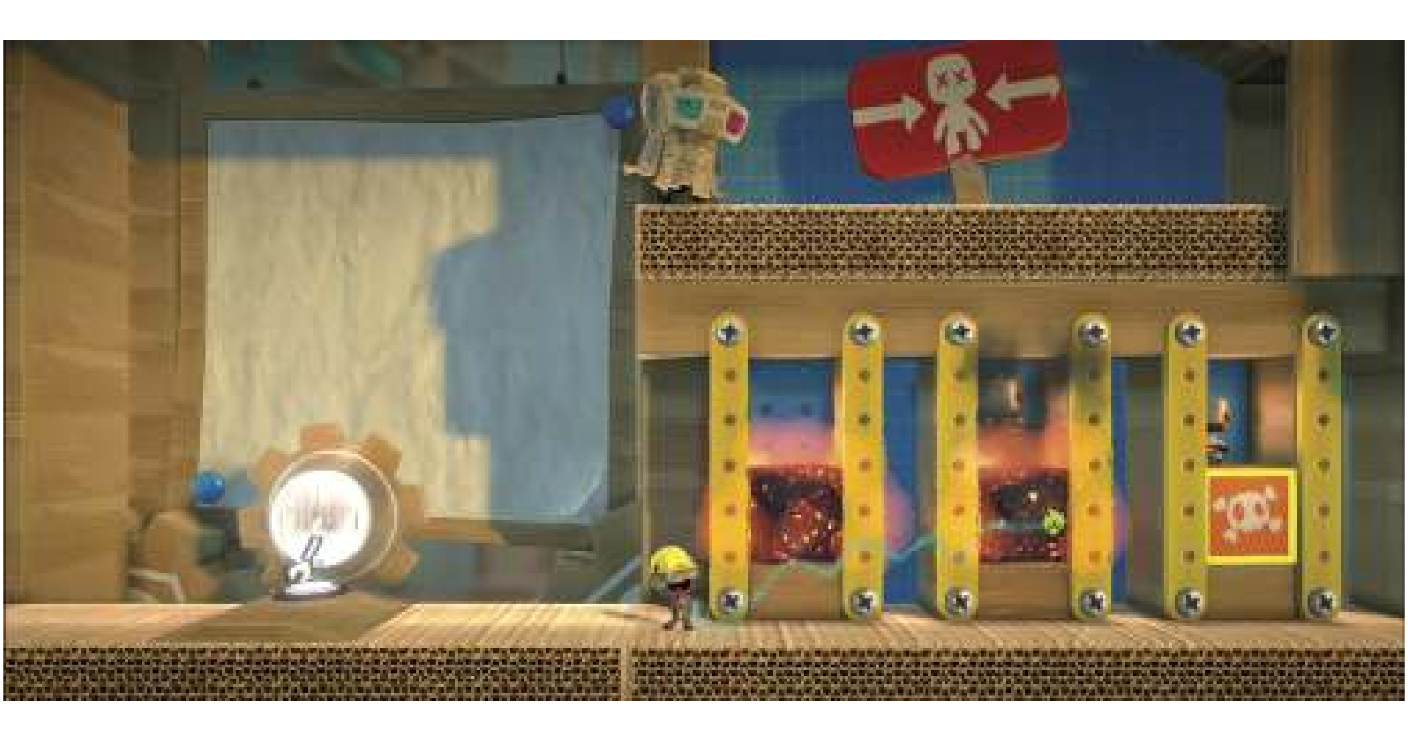

50
New Sticker!


100
New Sticker!

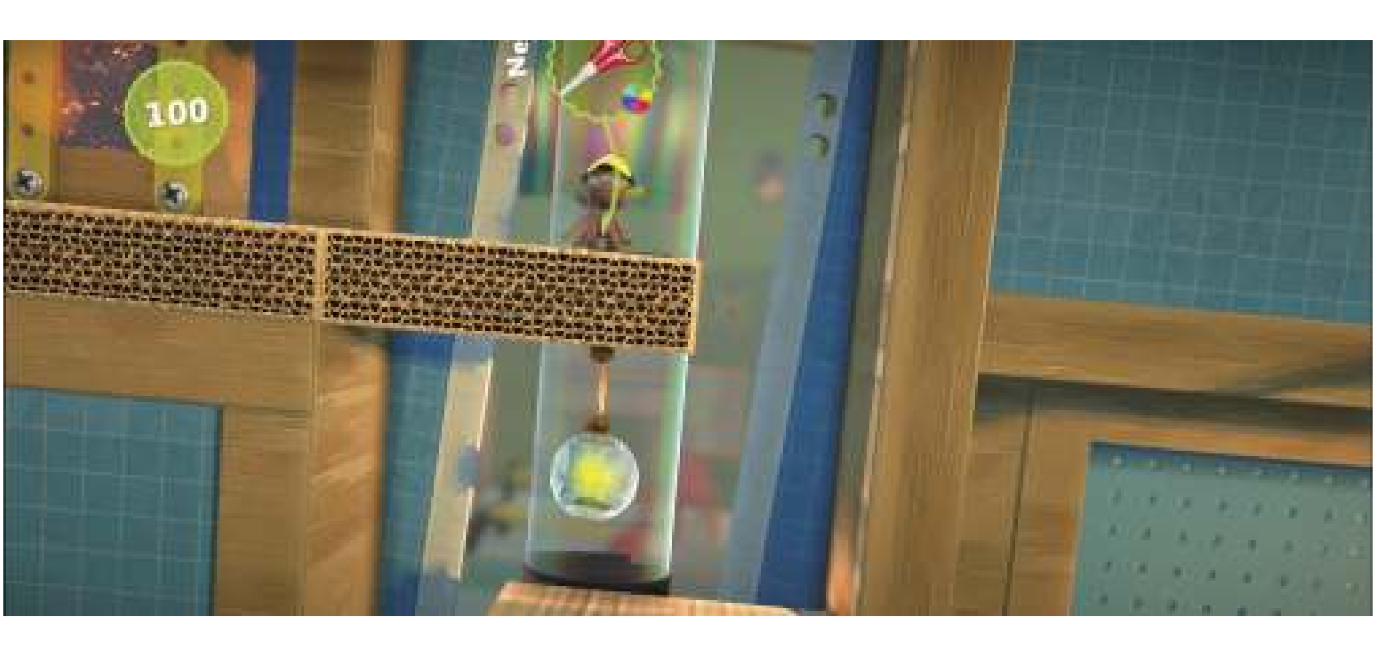
Danger Zone

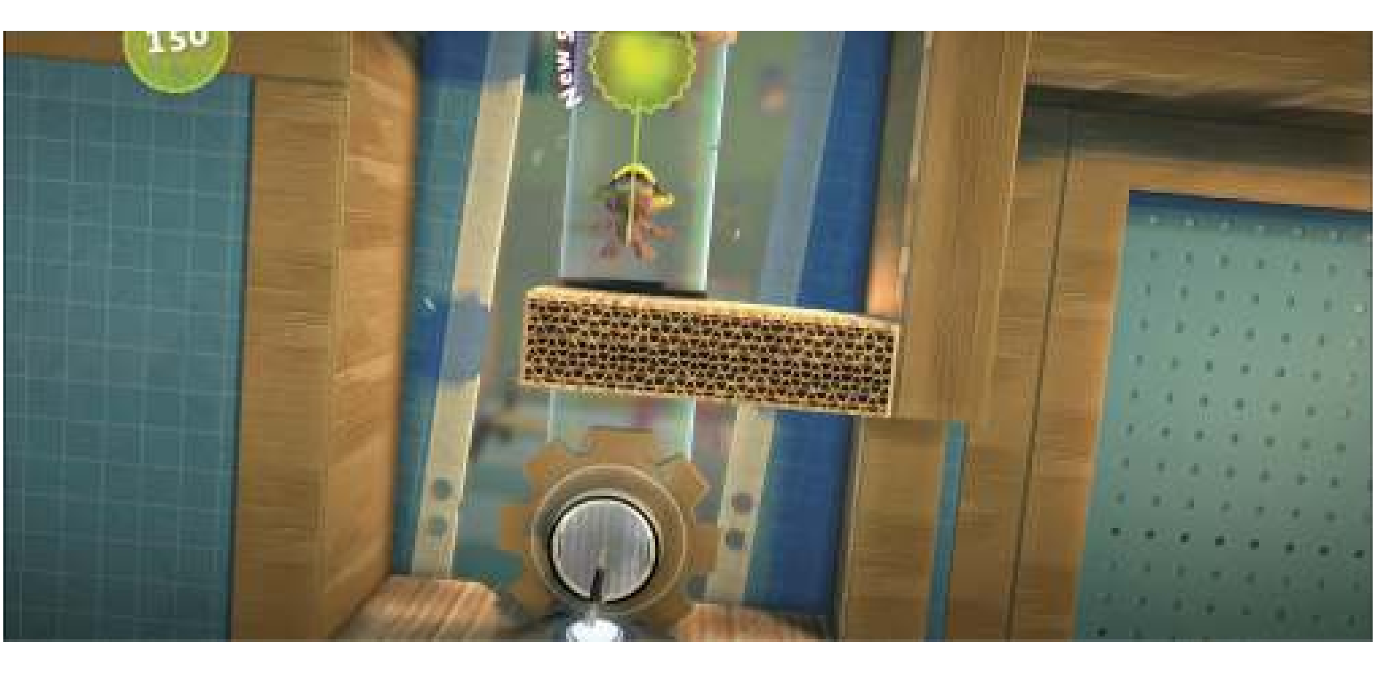
There are four dangers you can place in your levels: Fire, Electricity, Plasma, and Horrible Gas. You'll find them all in your Tools bag, accessible from the Popit Menu. Highlight one of these hazards, and press ⊗ to select it. Now, place it on a material in your level, and press ⊗ to lethalize it. The material is now hazardous if a sack person tries to walk through it.

If you want to turn a hazard into a harmless thing, select the Unlethalize Tool from Hazards in the Tools bag, place it on the material, and press ⊗ to unlethalize it. If your danger seems to be moving too quickly for you to catch it, remember that you can press ✚ to pause the action while you focus on what you're doing.

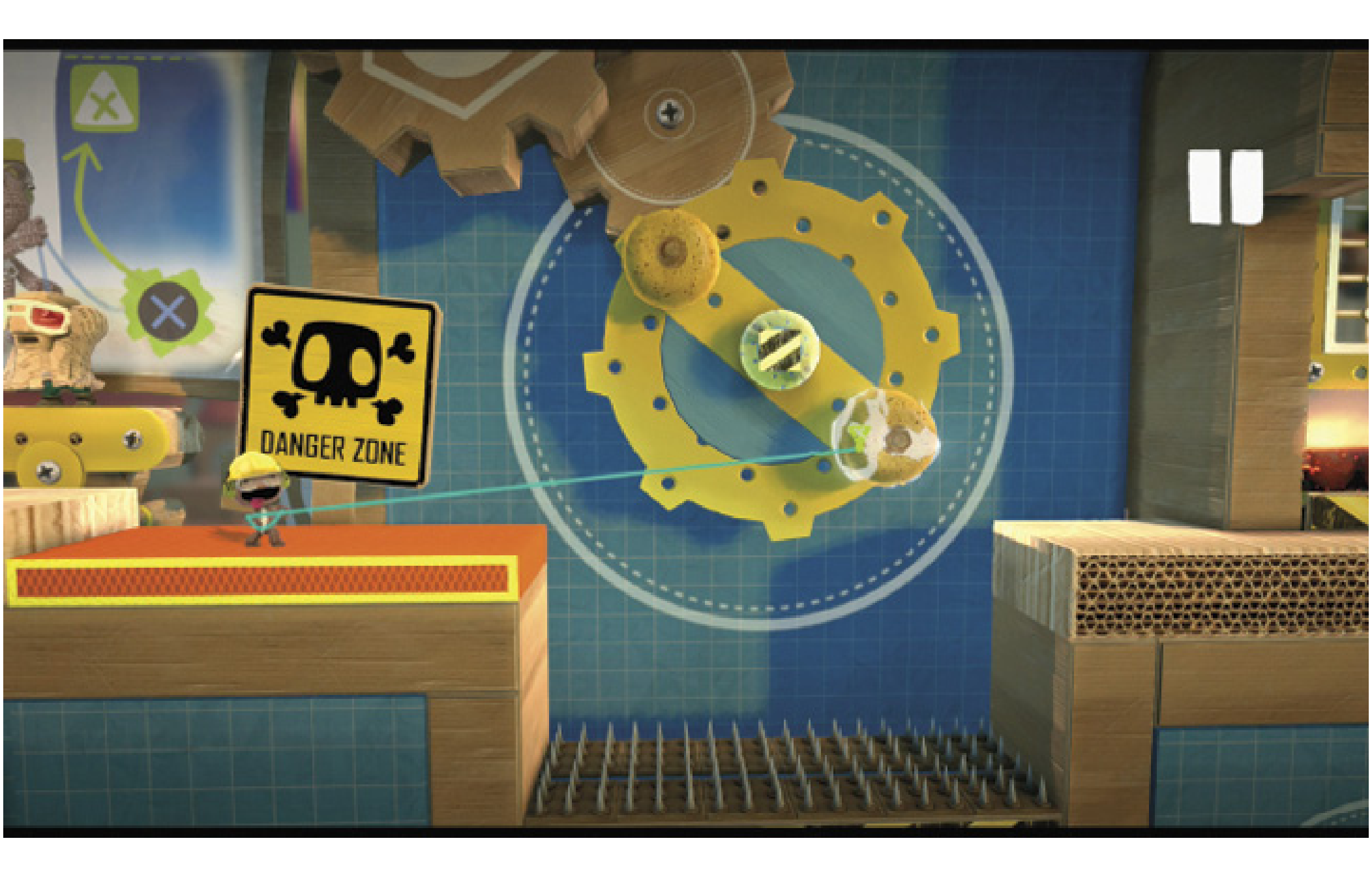


Set fire to the blocks to turn the Sackbots into little infernos, which are recycled.

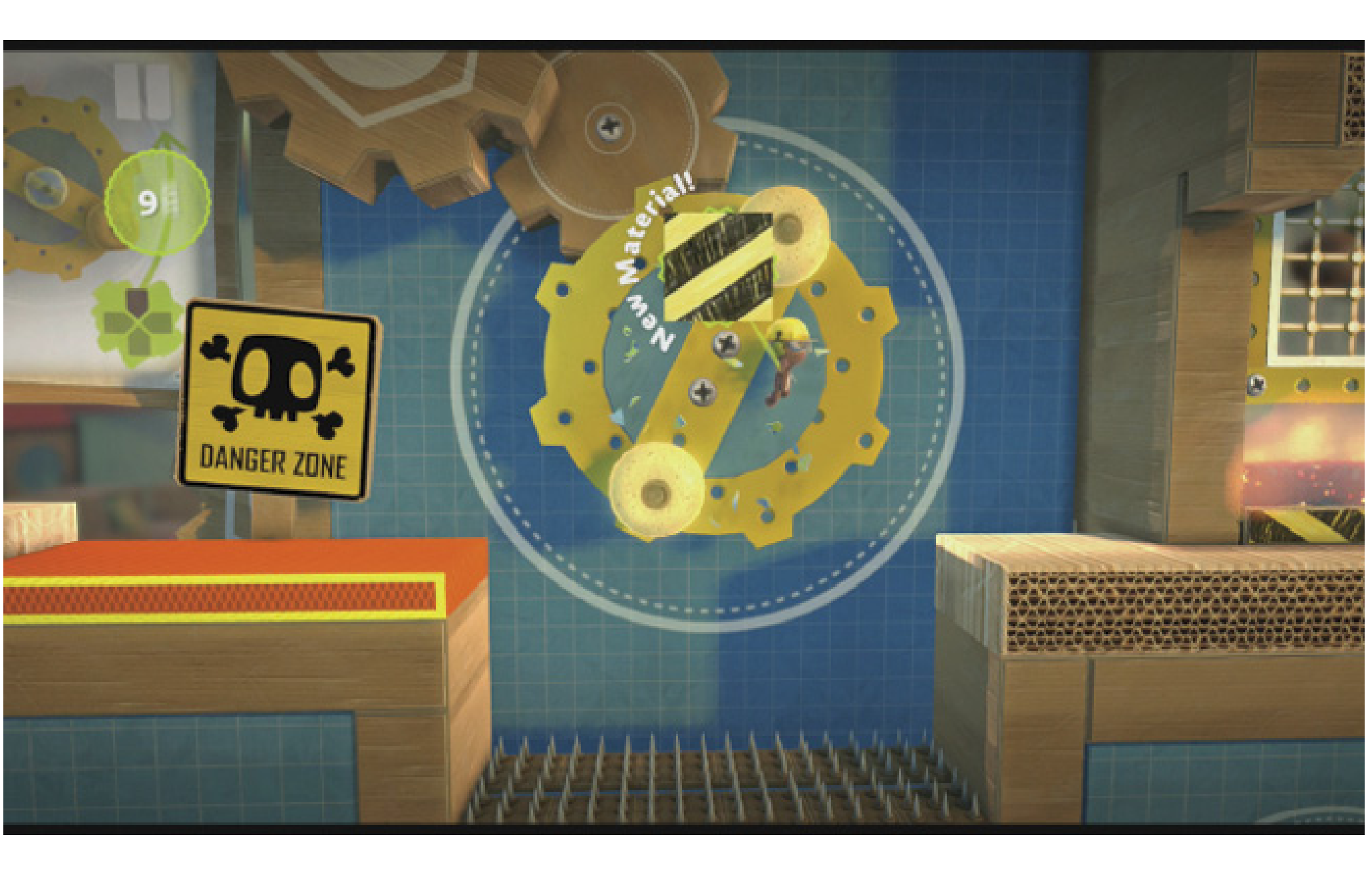


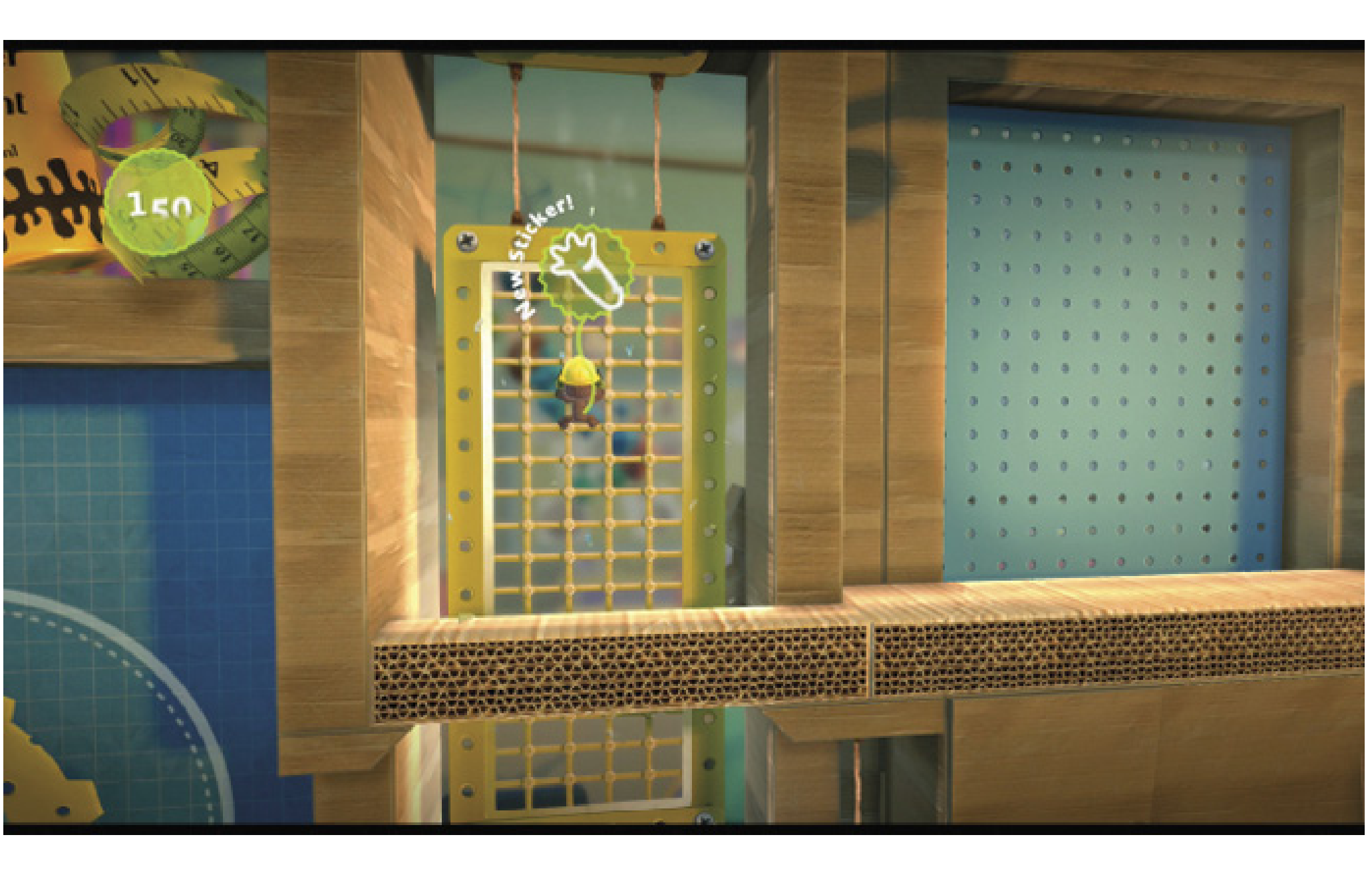


Proceed down the platforms, jumping to collect the Prize Bubbles for the **Small Scissors Sticker** and **Yellow Radial Fade Outwards Sticker**.


DANGER ZONE

Unlethalize the platform and rotating sponges to proceed through the next area. Press ✚ to pause the action if things are moving too rapidly for you at first. Don't miss that hidden Prize Bubble in the middle of the rotating sponges. It's tricky to hit, but it's definitely worth it for the **Warning Stripes Material**.

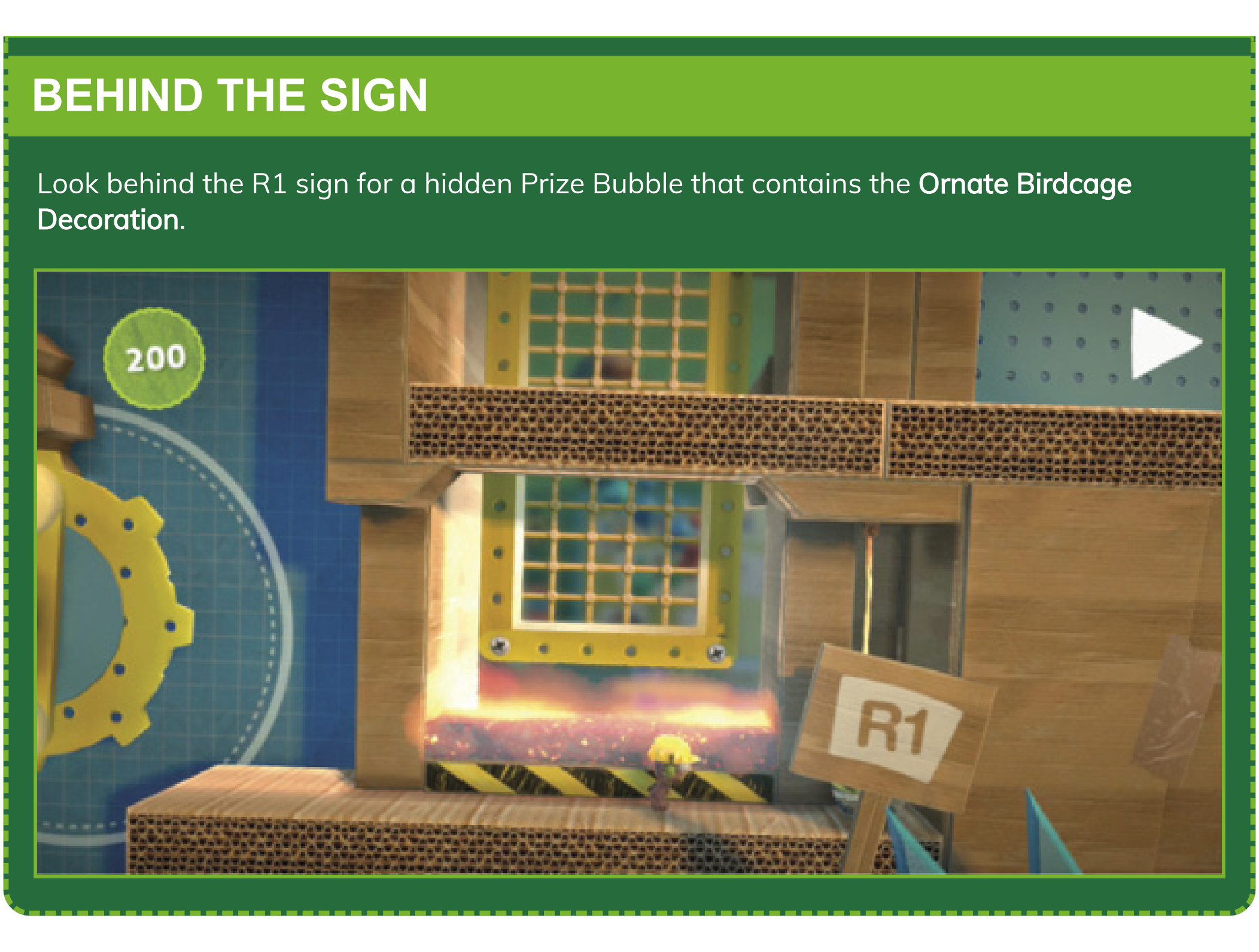

DANGER ZONE
New Material!


150
New Sticker!

Once you unlethalize the next platform, you can climb to the level above and collect the Prize Bubble there for the **Chalk Sackboy Arm Sticker**.

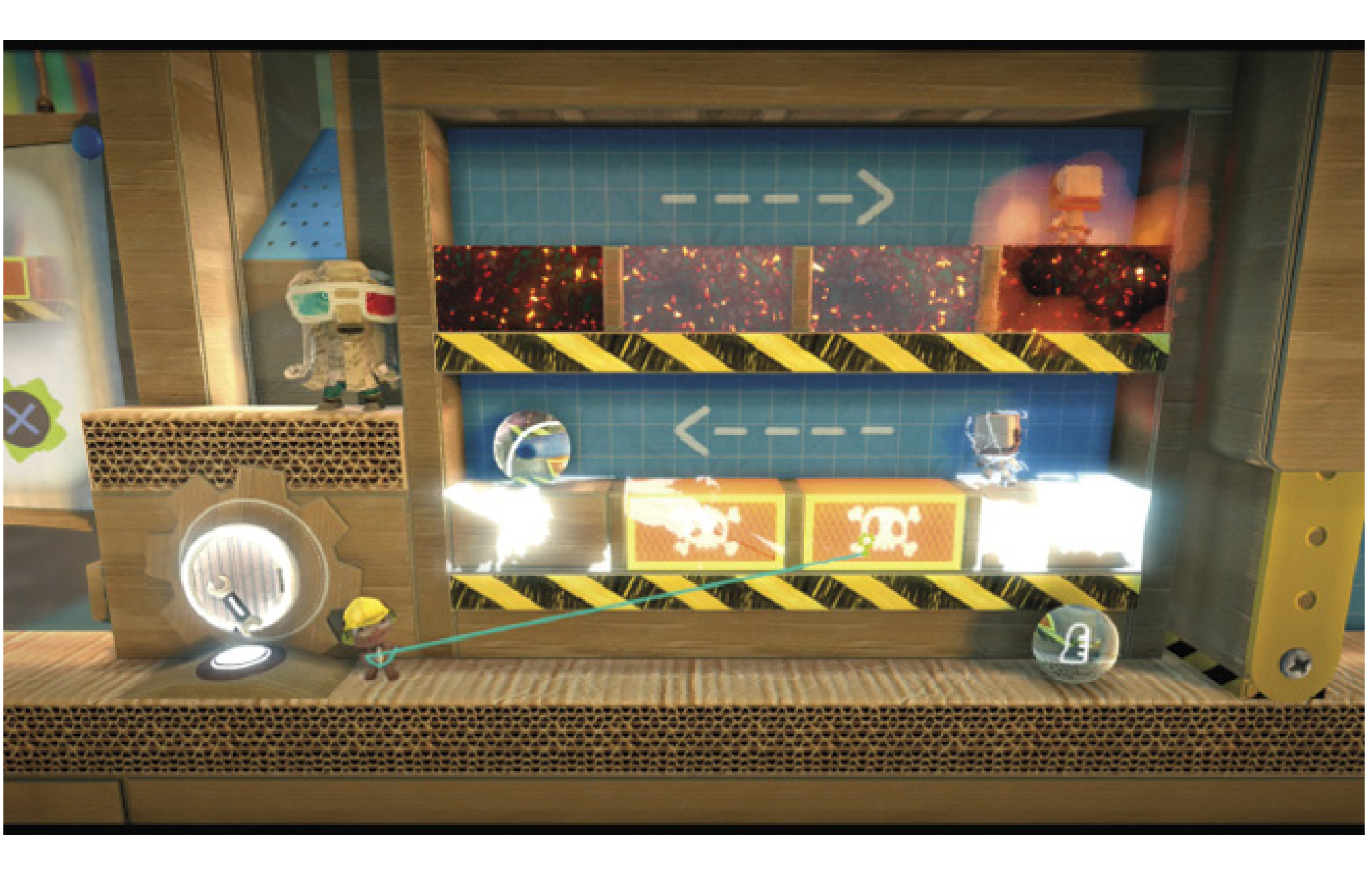
BEHIND THE SIGN

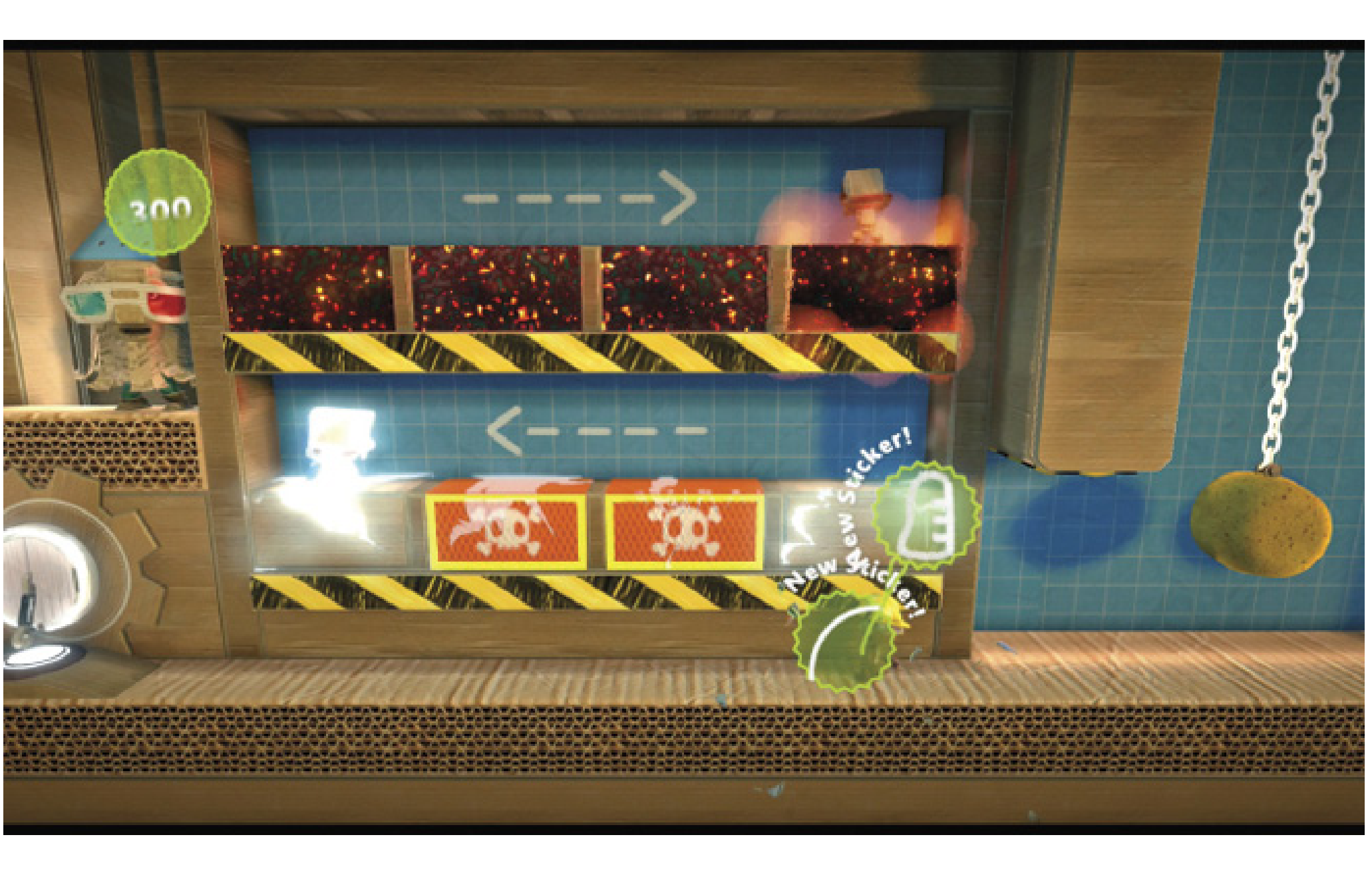
Look behind the R1 sign for a hidden Prize Bubble that contains the **Ornate Birdcage Decoration**.



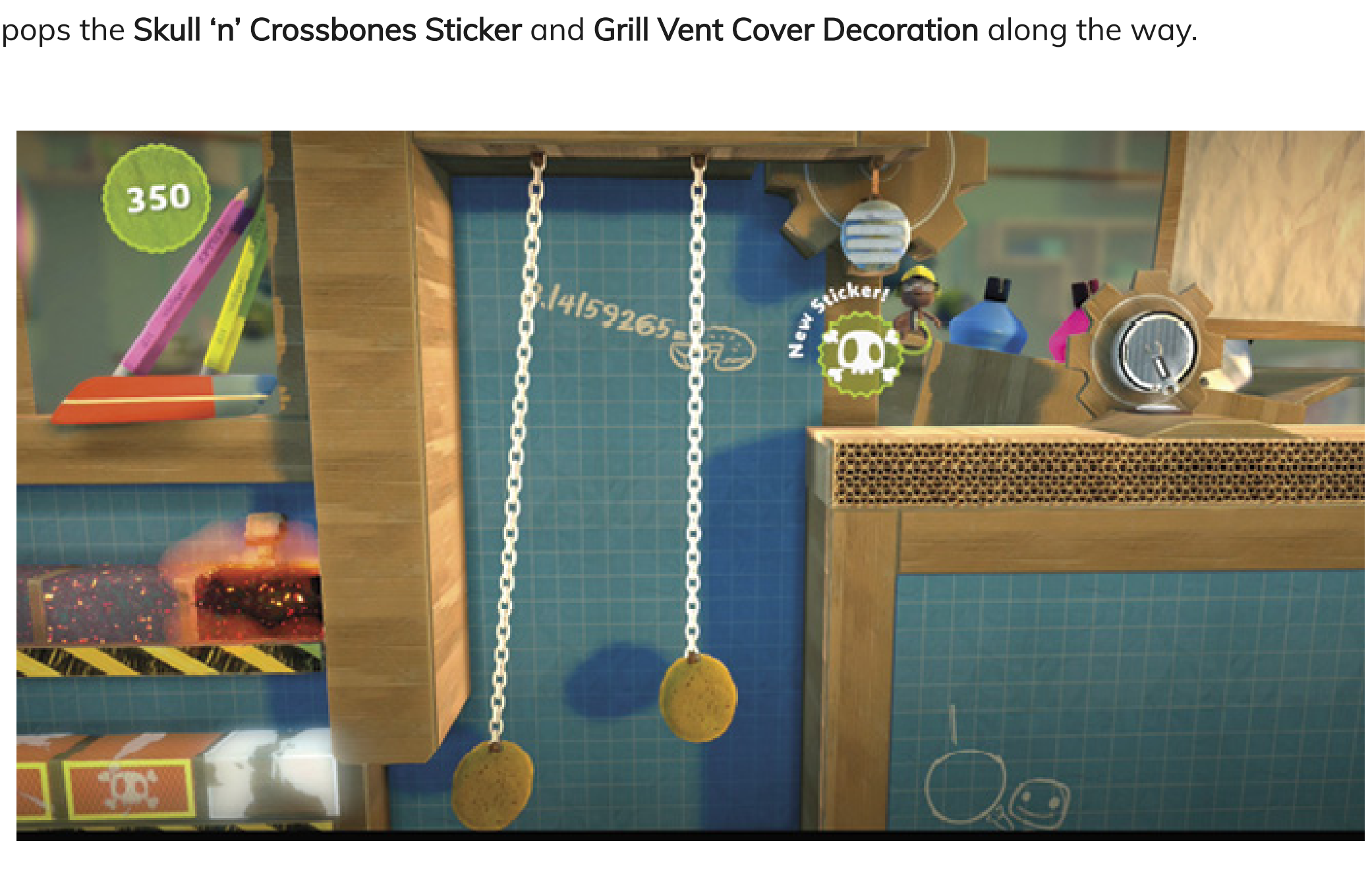
Immunities

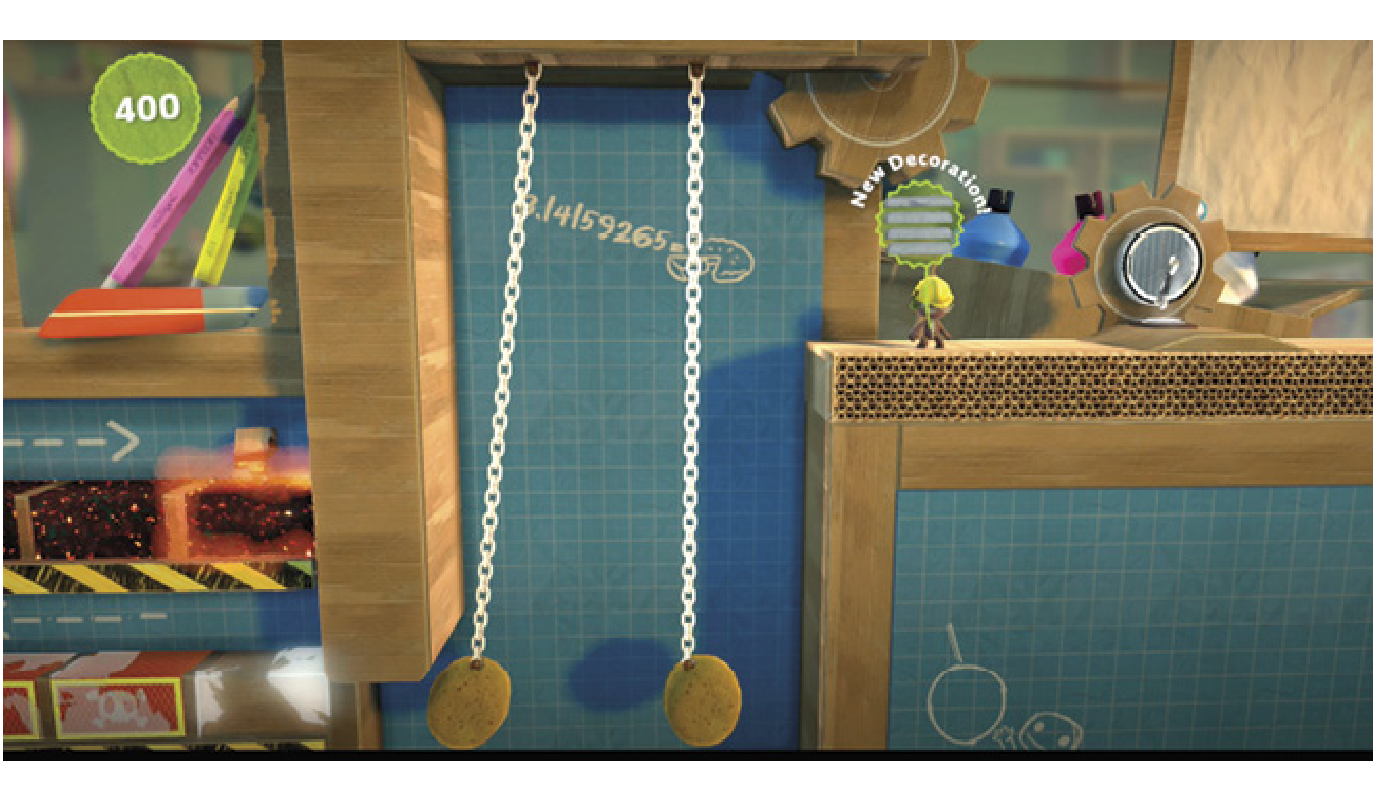
Sackbots are immune to whichever elements they're already affected by, so if you see a fiery Sackbot, you can bet it's immune to Fire. In the next room, help the Sackbots reach their destinations by turning the orange blocks hazardous for them, keeping their immunities in mind. Your sack person gets some Prize Bubbles in return, snagging the **Chalk Sackboy Leg Sticker** and **Curved Chalk Line Sticker**.




300
New Sticker!
New Sticker!

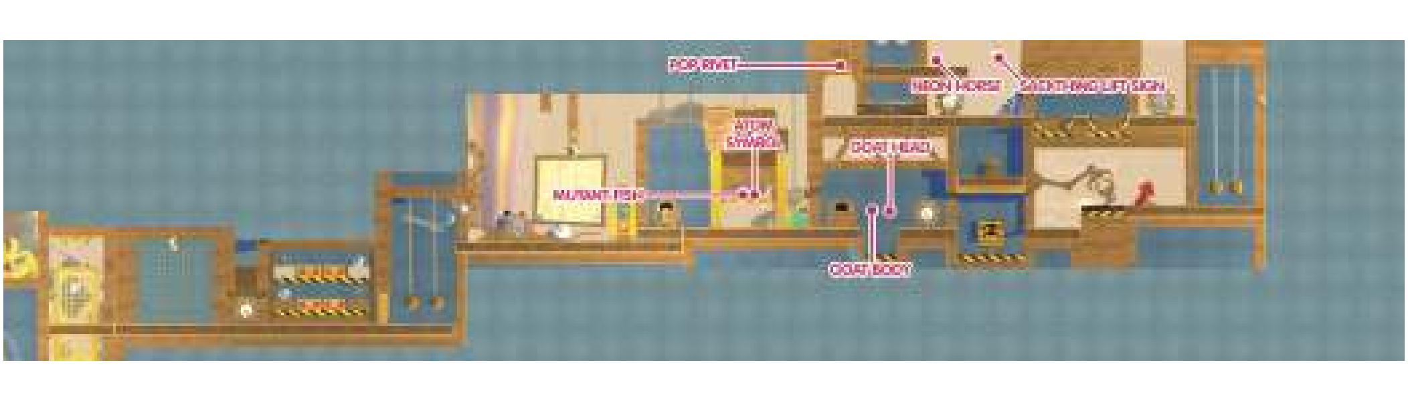
Use the sponges to swing up and jump onto the next high platform. Make sure your sack person pops the **Skull 'n' Crossbones Sticker** and **Grill Vent Cover Decoration** along the way.


350
3.14159265
New Sticker!

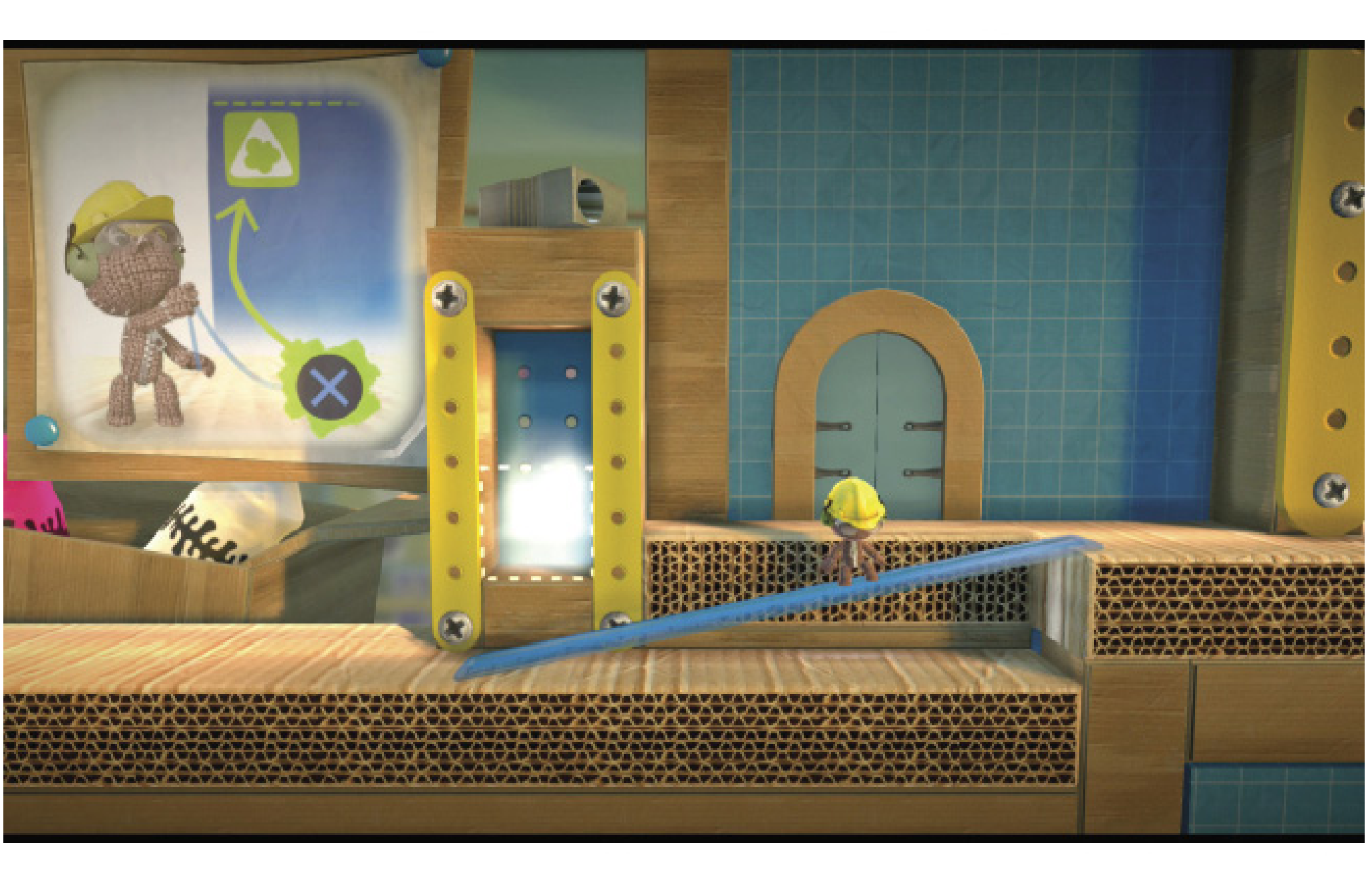

400
3.14159265
New Decoration!

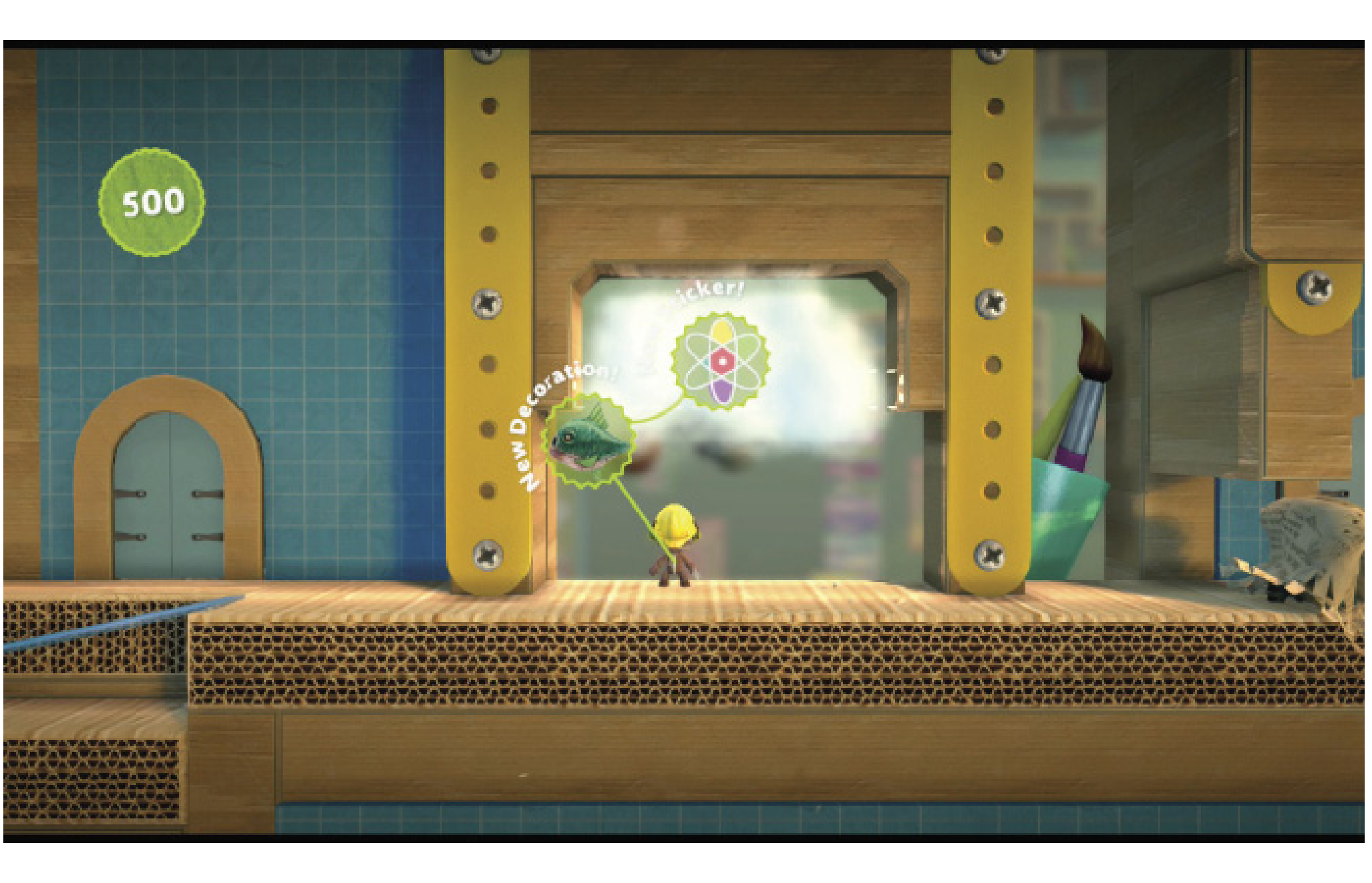
Horrible Gas

Fire, Electricity, and Plasma are a lot like what they sound, but what on Bunkum is Horrible Gas? It's as stinky as you think it is, but what's really important is that things can pass straight through it. This makes it an excellent choice if you want something to drop through a material: just Horrible Gas the shape, and watch the objects pass through. The only thing that can't pass through is your sack person, who could die on the spot. Beware!

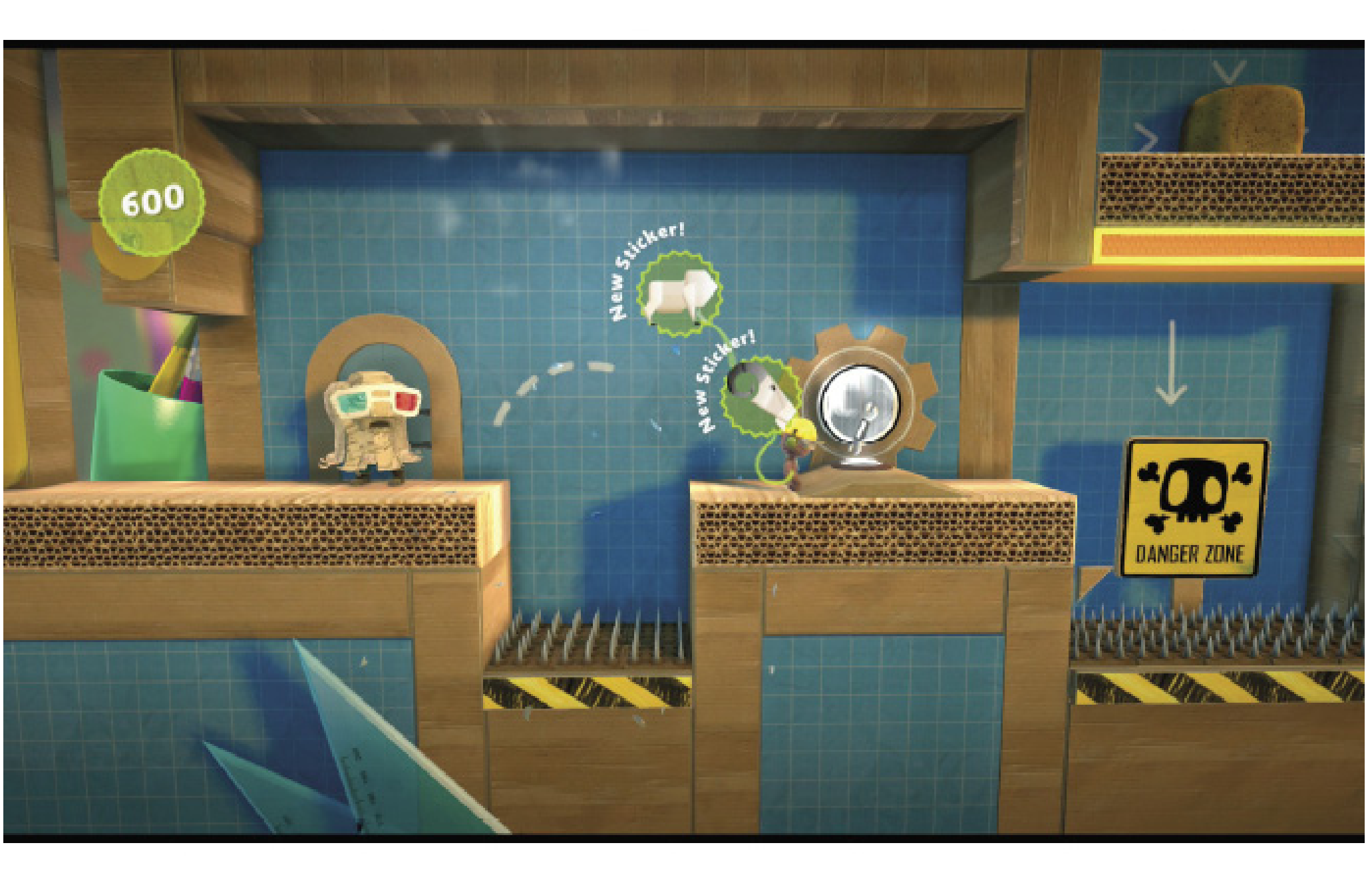

POP RIVET
NEON HORSE
SACKTHING LIFT SIGN
ATOM SYMBOL
GOAT HEAD
MUTANT FISH
GOAT BODY

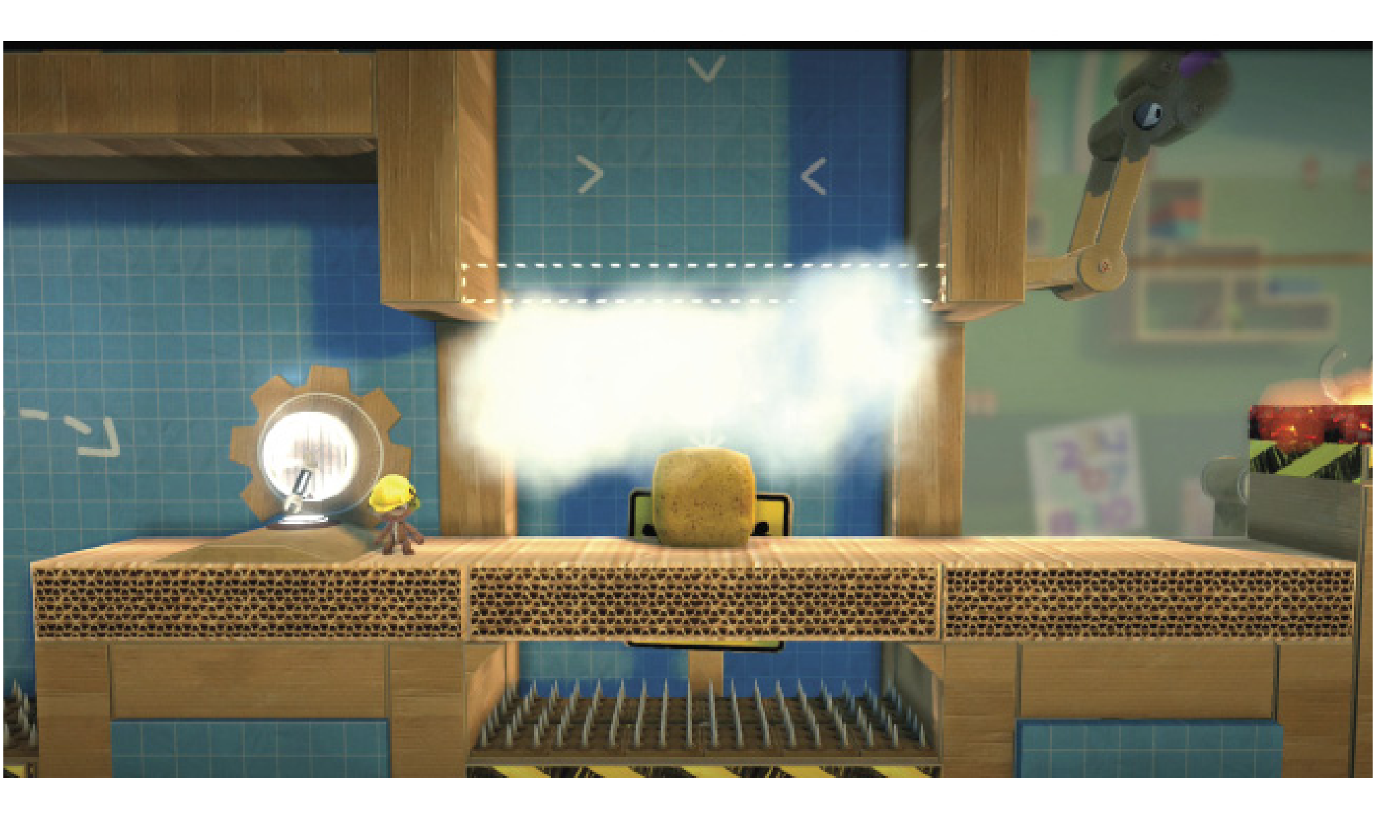
See the block up ahead with a Sackbot on top of it? Select Horrible Gas from your Tools bag, and apply it to the block to turn it into gas. The Sackbot is sucked in and vaporized in the process, but it's okay: it's only an automaton with no real thoughts or feelings.

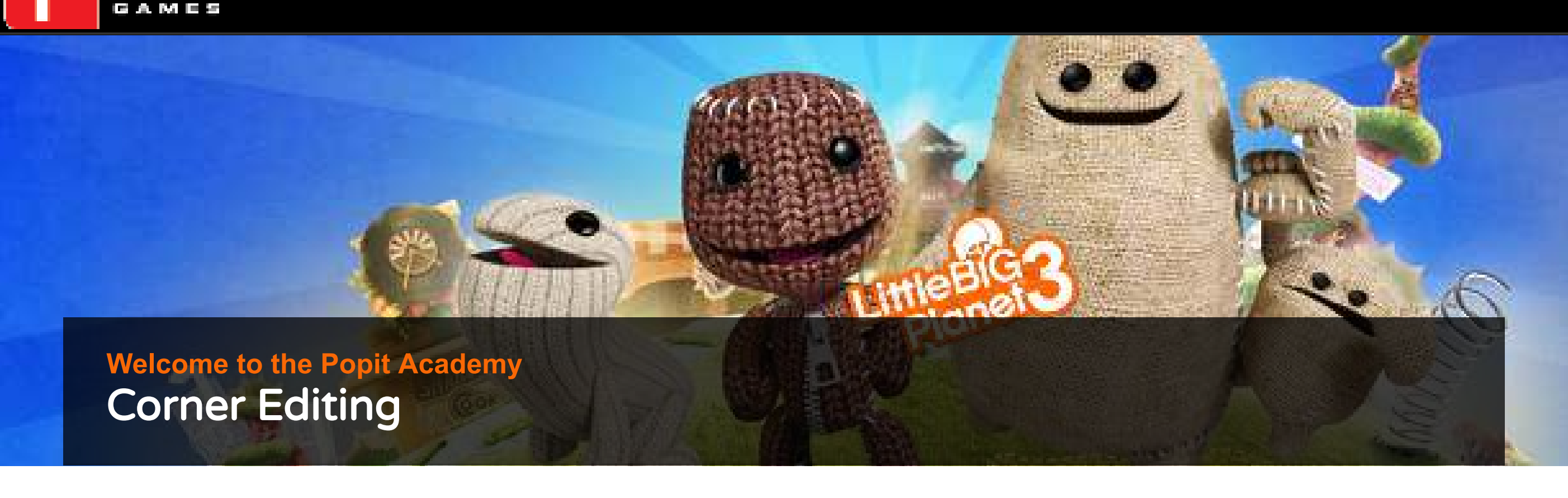



500
New Decoration!
Sticker!

Do the same with the next platform to unleash the Prize Bubbles for a **Mutant Fish Decoration** and **Atom Symbol Sticker**. Next, your sack person can take a big leap to collect the **Goat Body Sticker** and **Goat Head Sticker**.

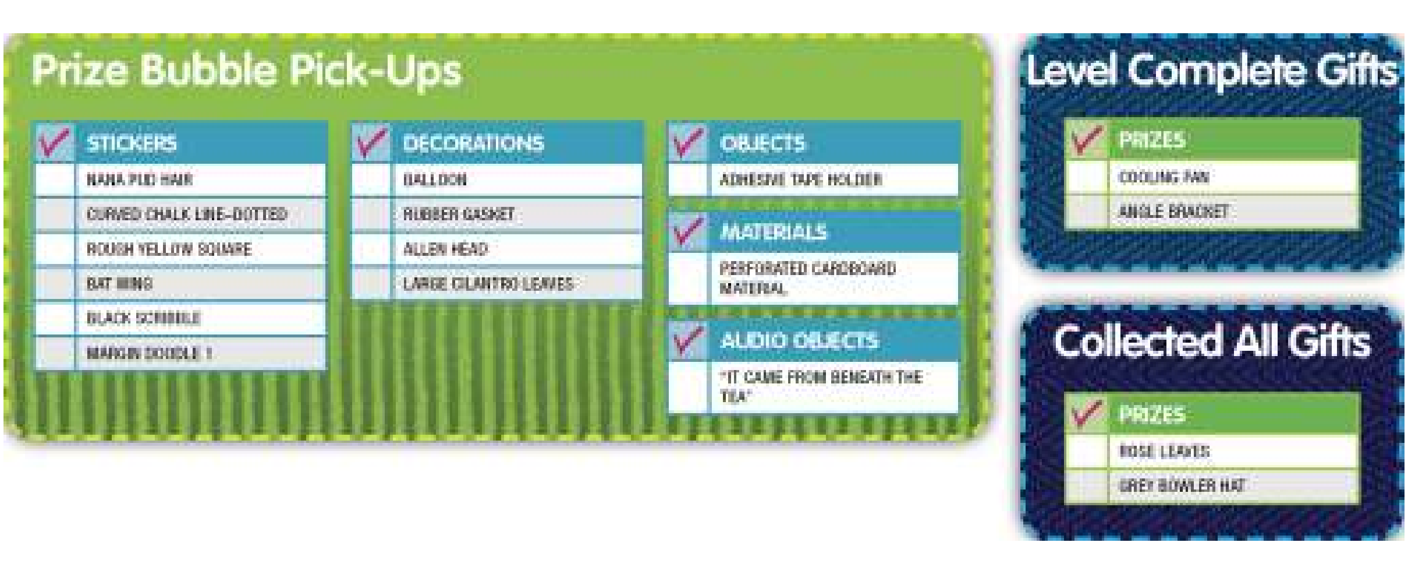

600
New Sticker!
New Sticker!
DANGER ZONE




LittleBIG Planet 3

Welcome to the Popit Academy

Corner Editing



Prize Bubble Pick-Ups

✓	STICKERS
☐	NANA PUD HAIR
☐	CURVED CHALK LINE-DOTTED
☐	ROUGH YELLOW SQUARE
☐	BAT WING
☐	BLACK SCRIBBLE
☐	MARGIN DOODLE 1

✓	DECORATIONS
☐	BALLOON
☐	RUBBER GASKET
☐	ALLEN HEAD
☐	LARGE CILANTRO LEAVES

✓	OBJECTS
☐	ADHESIVE TAPE HOLDER

✓	MATERIALS
☐	PERFORATED CARDBOARD MATERIAL

✓	AUDIO OBJECTS
☐	"IT CAME FROM BENEATH THE TEA"

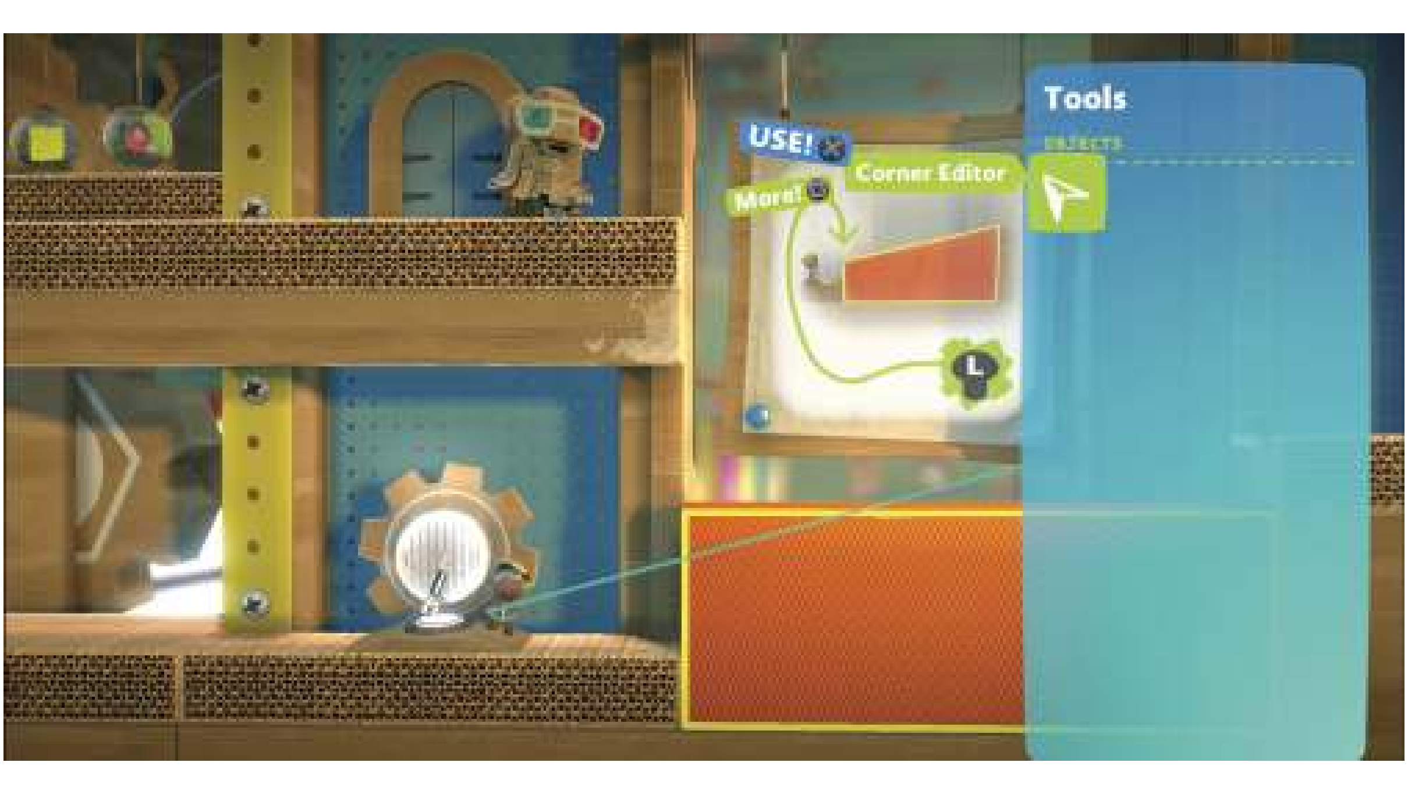
Level Complete Gifts

✓	PRIZES
☐	COOLING FAN
☐	ANGLE BRACKET

Collected All Gifts

✓	PRIZES
☐	ROSE LEAVES
☐	GREY BOWLER HAT

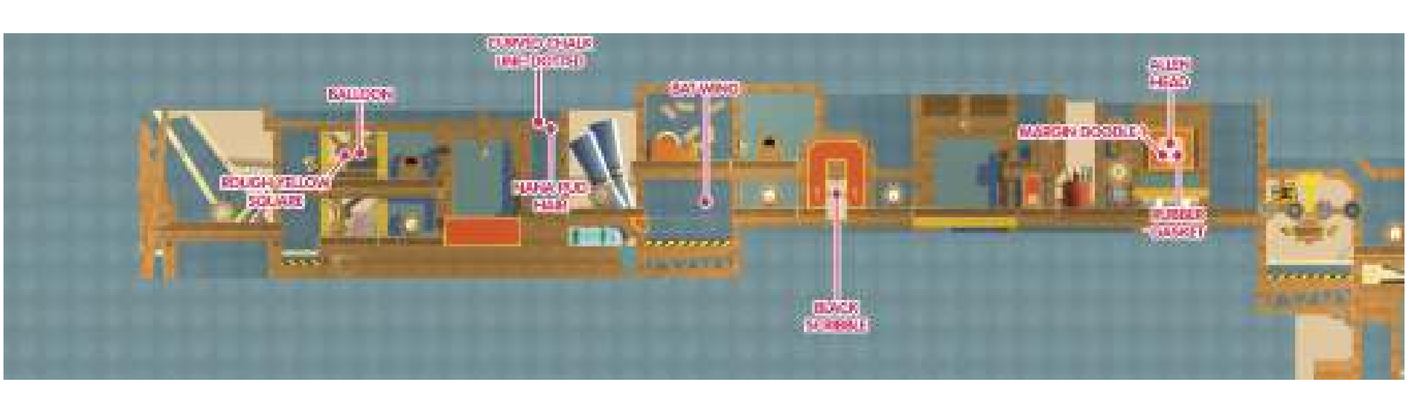
You have basic shapes in your Tools bag already (when you select a material), but to really get creative with your designs, you may need to edit some corners. This can change the shape of an object into something truly unique.


Tools
OBJECTS
USE!
More!
Corner Editor

Corner Adjustments

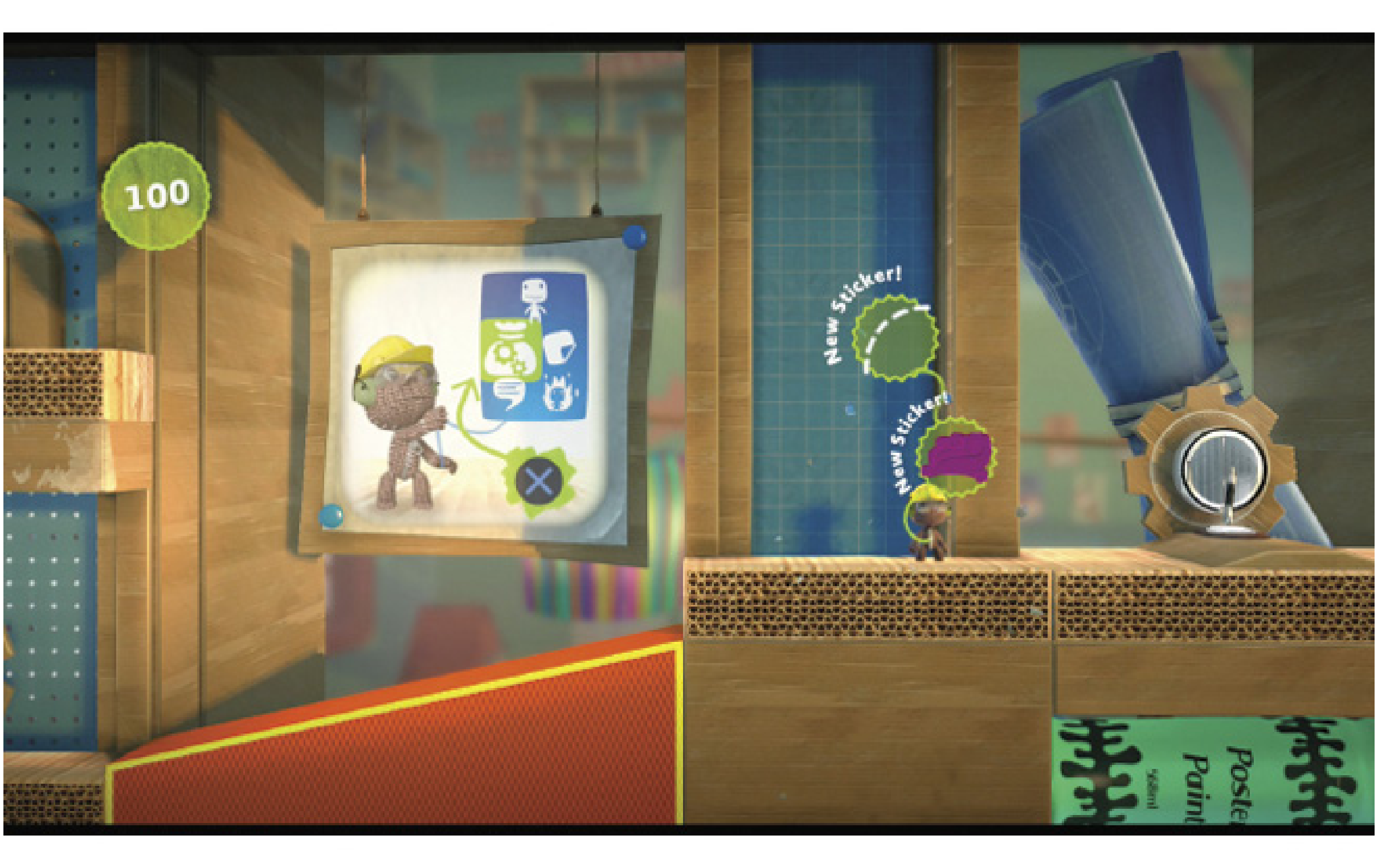
You have plenty of shapes to choose from in your Goodies bag, but what if you want to adjust them even more? Fine-tune those shapes into anything you like with the Corner Editor, which you can find in your Tools bag.

Once it's selected, you can click on any corner of an editable material. You know you've hit the correct spot if you see the blue dot. Now, use the left stick to move the corner wherever you like. This lets you change an object's exact shape, maybe to make it more pleasing to the eye or to change the trajectory of an object or Sackbot that's passing along it.


CURVED CHALK LINE-DOTTED
BALLOON
BAT WING
ALLEN HEAD
MARGIN DOODLE 1
ROUGH YELLOW SQUARE
NANA PUD HAIR
RUBBER GASKET
BLACK SCRIBBLE

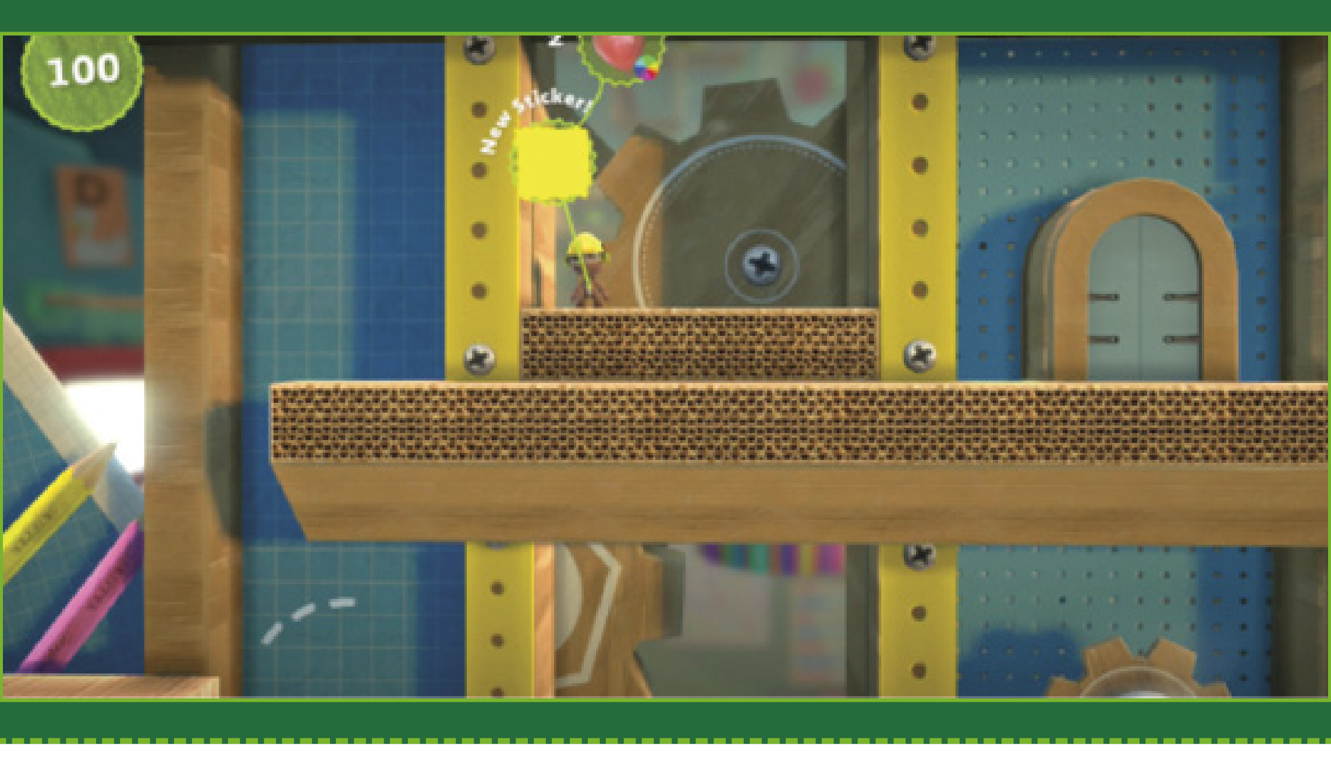
Cornering like a Pro

Grab that first corner you see, the one closest to your sack person, and pull it down with the Corner Editor so your sack person can dash up the ramp and collect the Prize Bubbles for the **Nana Pud Hair Sticker** and **Curved Chalk Line–Dotted Sticker**.

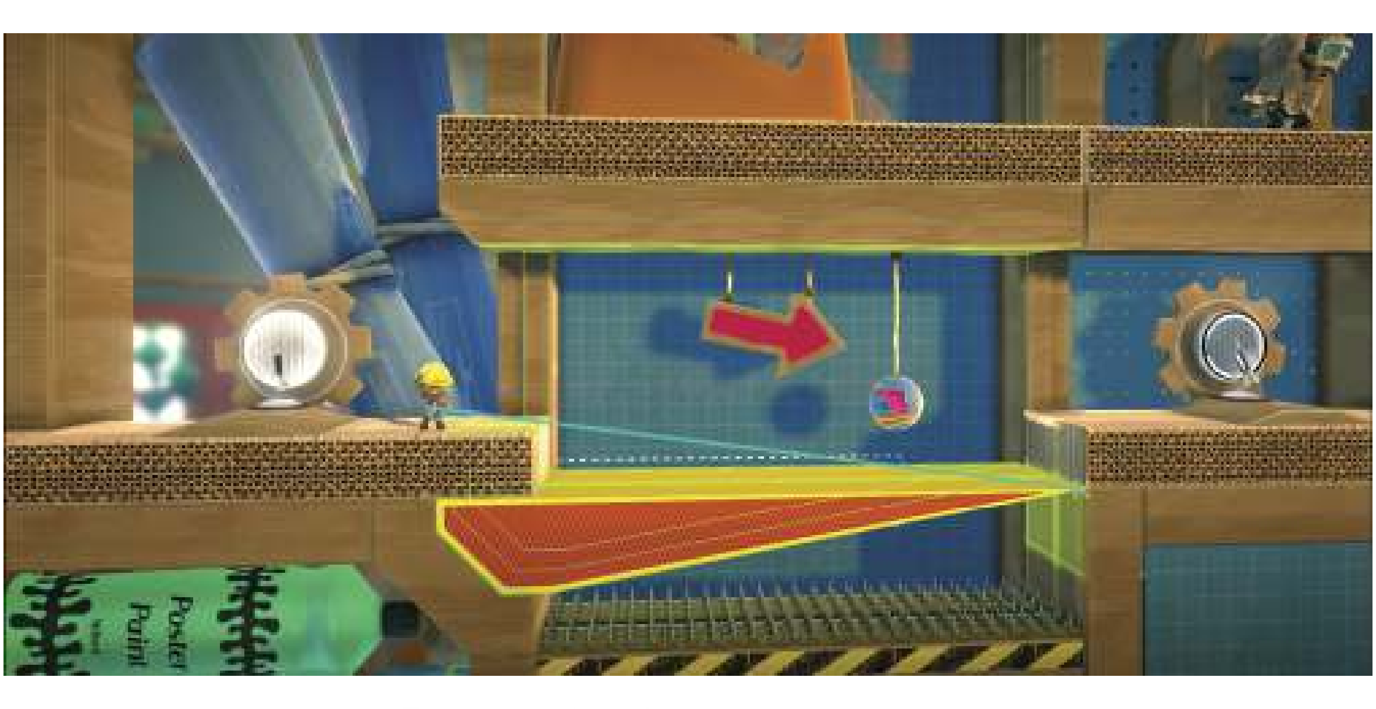

100
New Sticker!
New Sticker!

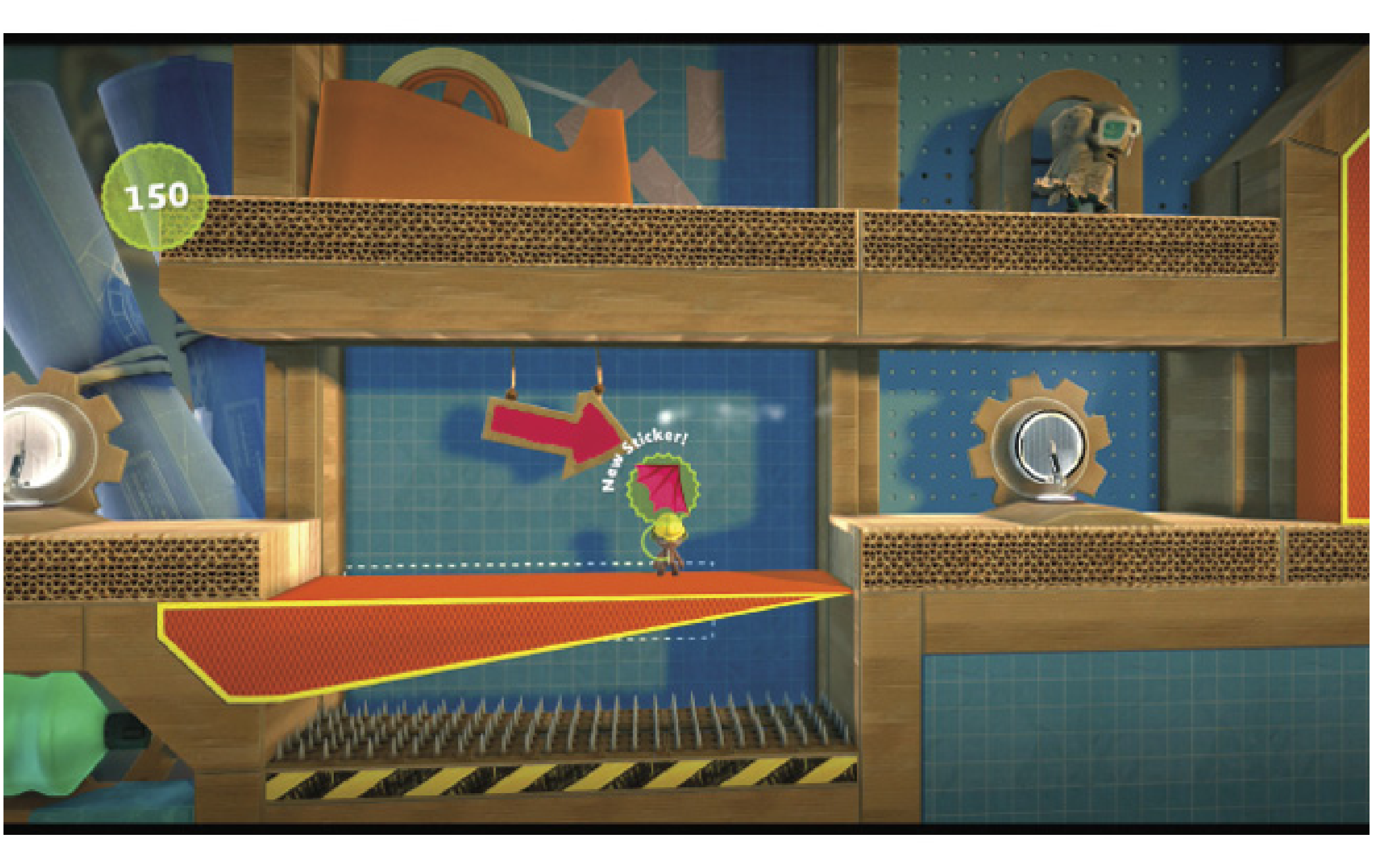
PARTY TIME

Before you take off to the next area, look back at the platform way up high, above where you started the level. See those Prize Bubbles? Use the Corner Editor to recreate the ramp, and run your sack person back to grab them. They grant you the **Rough Yellow Square Sticker** and **Balloon Decoration**.

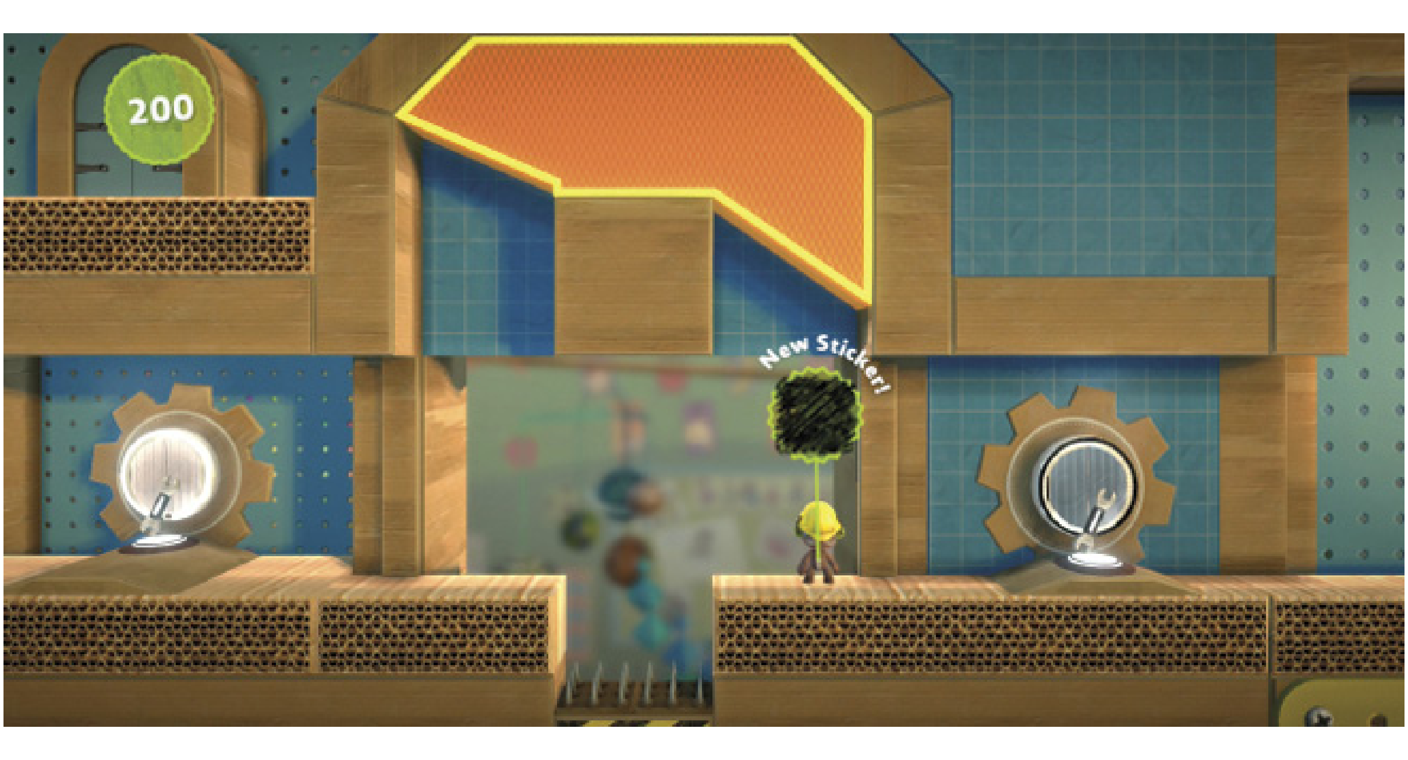

100
New Sticker!

In the next area, pull the outer corner of the shape underneath the platform to extend it all the way across the spikes. You wouldn't want your sack person falling in there. When your sack person crosses the new-fangled bridge, they can pop the Prize Bubble for the **Bat Wing Sticker** as a reward for all your hard work.




150
New Sticker!

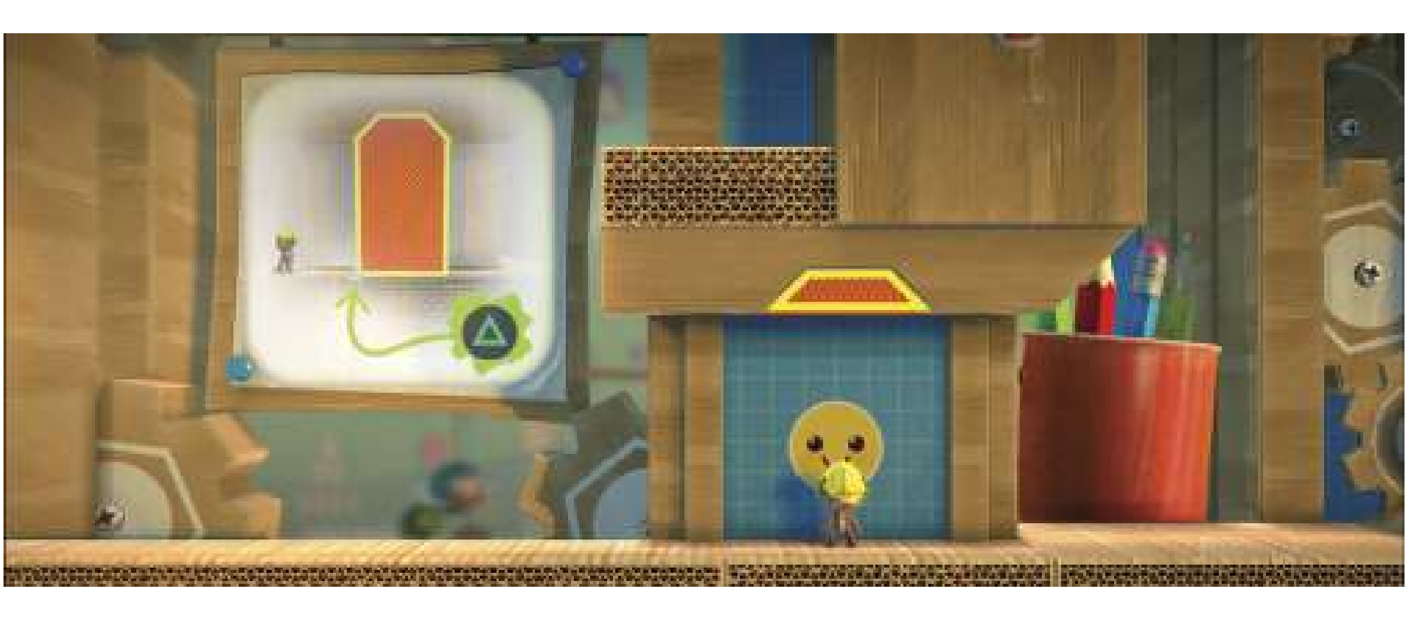
Keep moving those corners! You can even drag past a second corner to usher it along with the first, moving both at the same time. Do this in the next area to create a path for your sack person, then jump through to grab the **Black Scribble Sticker** from the Prize Bubble.


200
New Sticker!

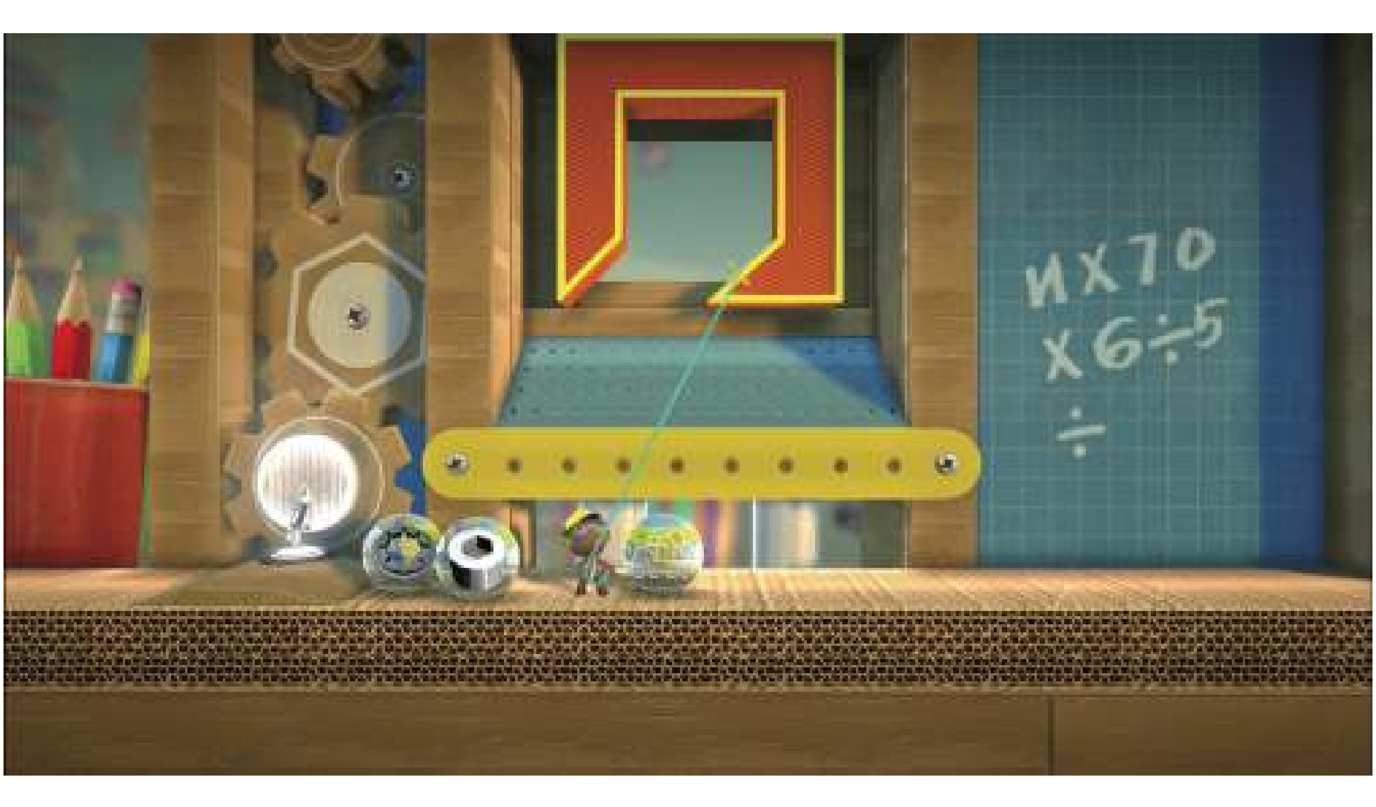
Getting Rid Of Pesky Corners

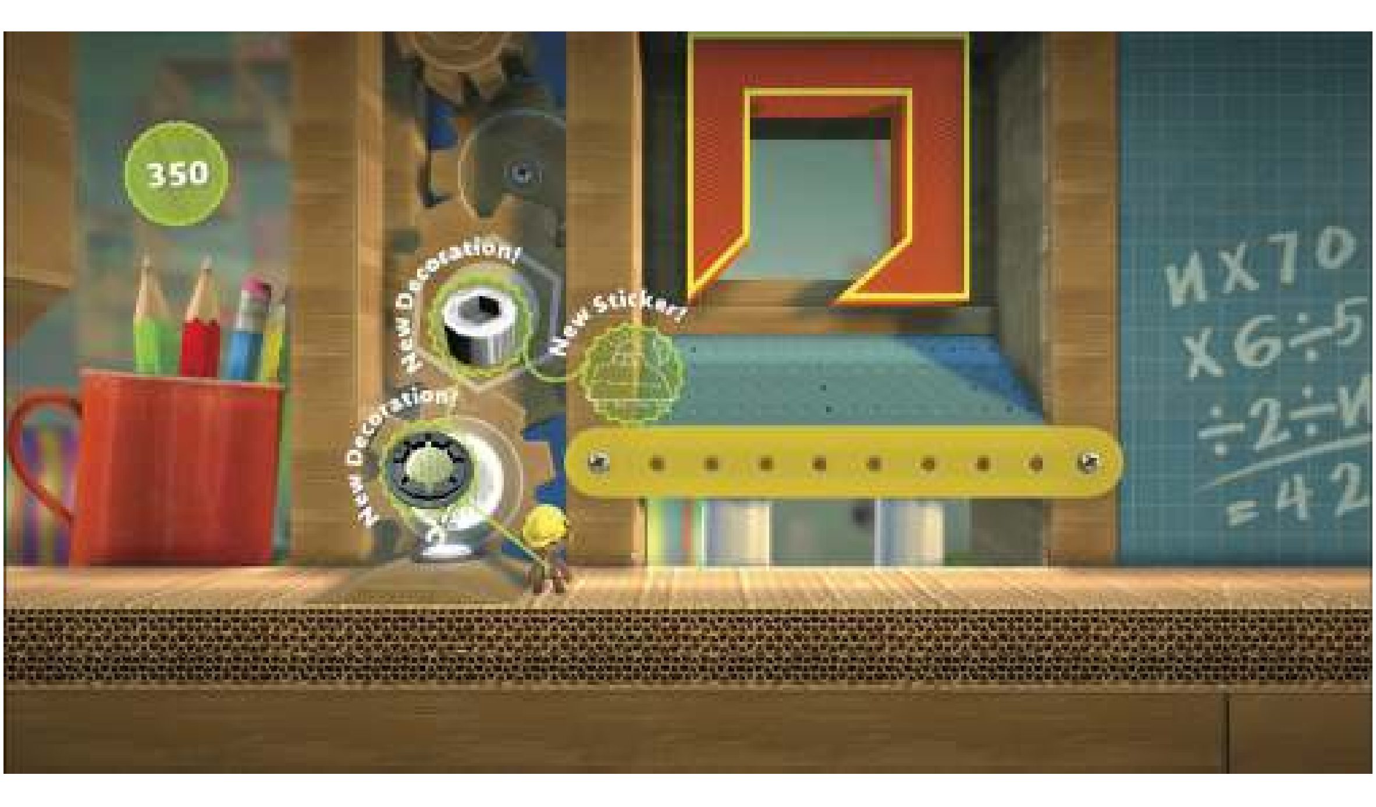
If a corner is more trouble than it's worth, select it with the Corner Editor and press △ to delete it (or, to rephrase, recycle it).

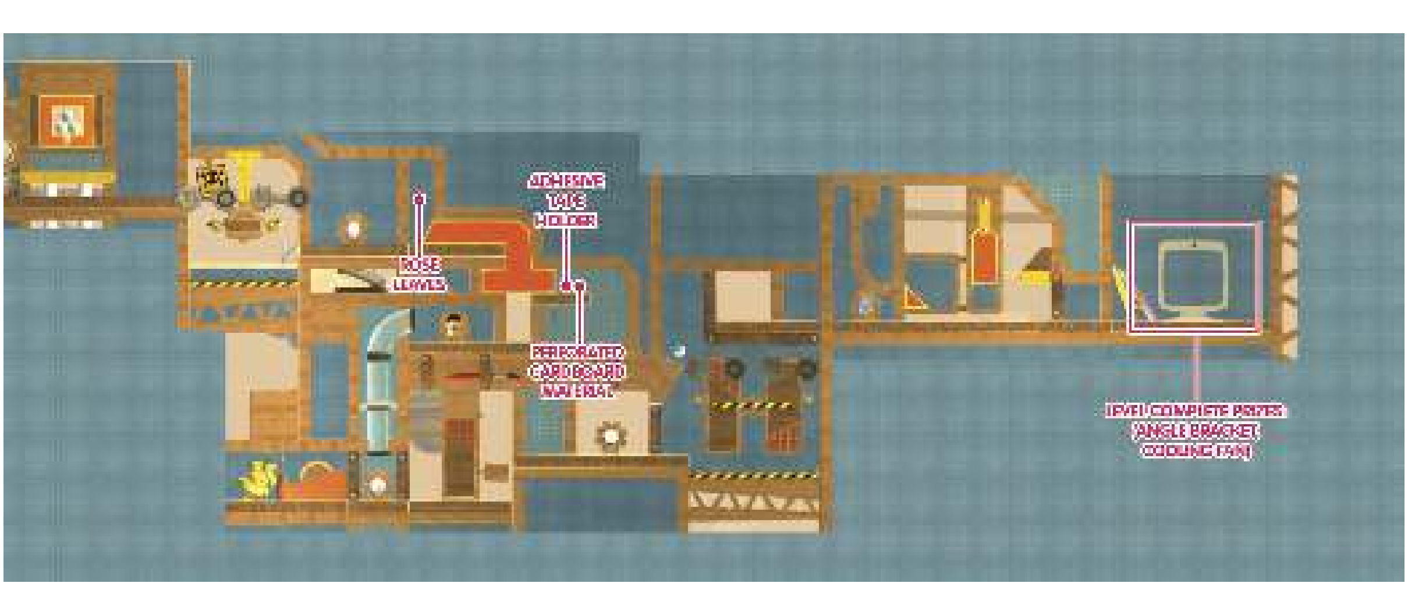
Go ahead and delete the corners of the orange object ahead to make way for your sack person.



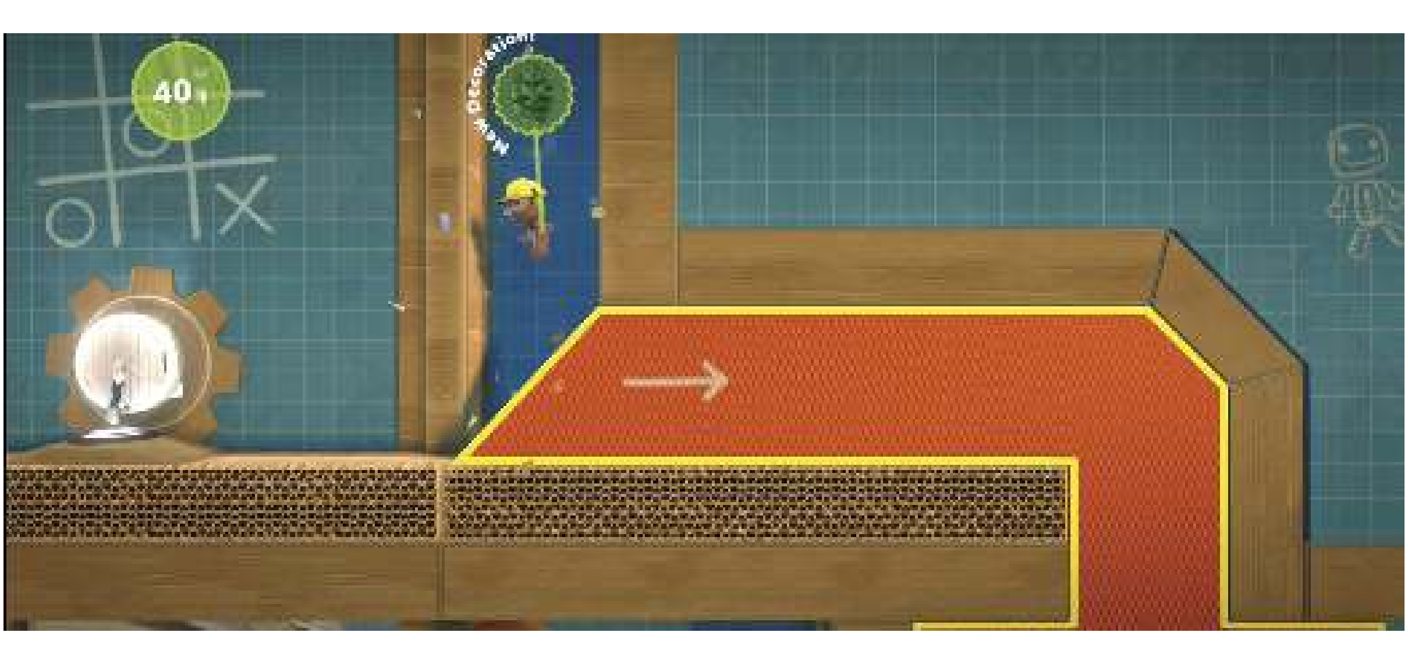
Now, you can delete the corners of the orange material overhead—the one keeping those Prize Bubbles from you! Once you've succeeded, pop the bubbles to collect the **Rubber Gasket Decoration**, **Allen Head Decoration** and **Margin Doodle 1 Sticker**.



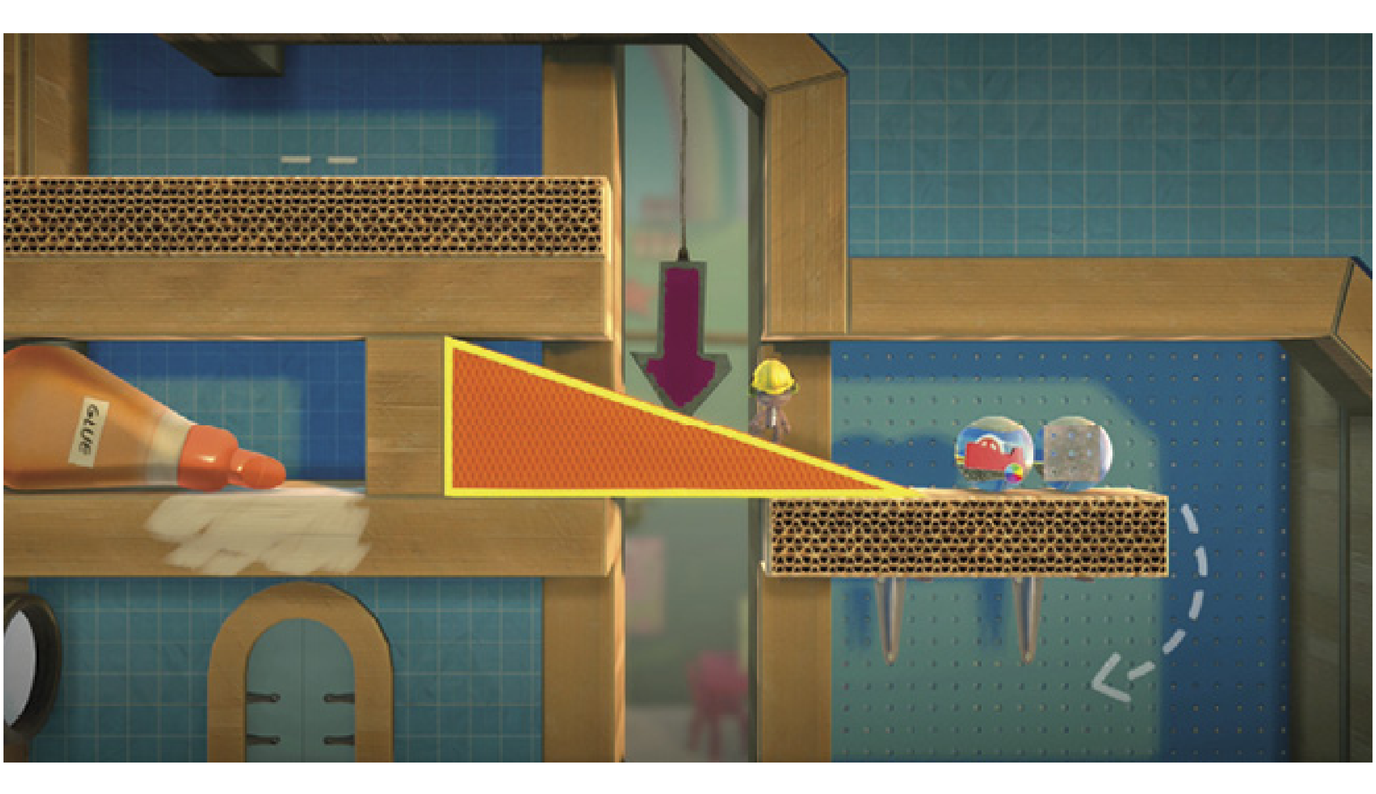

350
New Decoration!
New Decoration!
New Sticker!

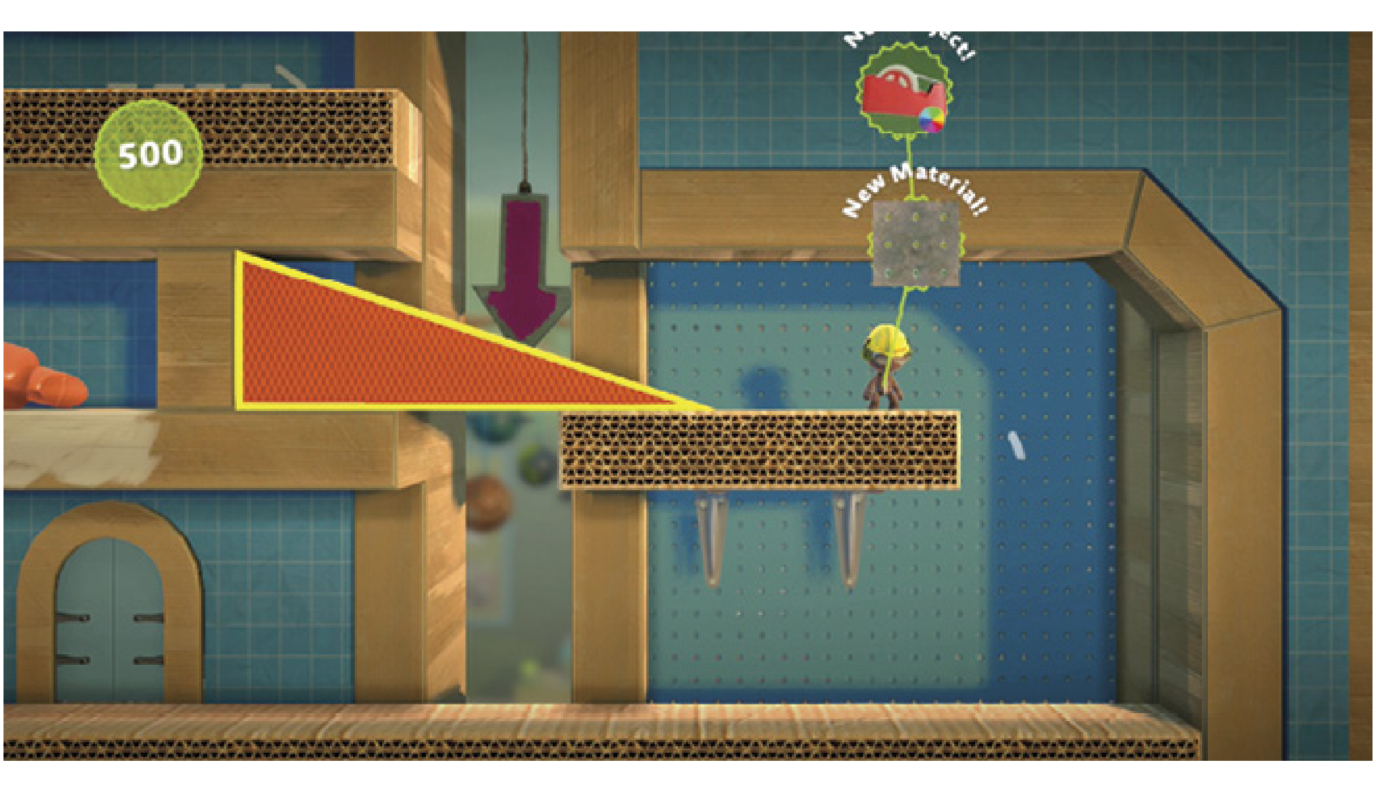

ADHESIVE TAPE HOLDER
ROSE LEAVES
PERFORATED CARDBOARD MATERIAL
LEVEL COMPLETE PRIZES (ANGLE BRACKET, COOLING FAN)

Next, you must pull the lower corner of the object up ahead so your sack person can climb and jump to the Prize Bubble holding the **Large Cilantro Leaves Decoration**.

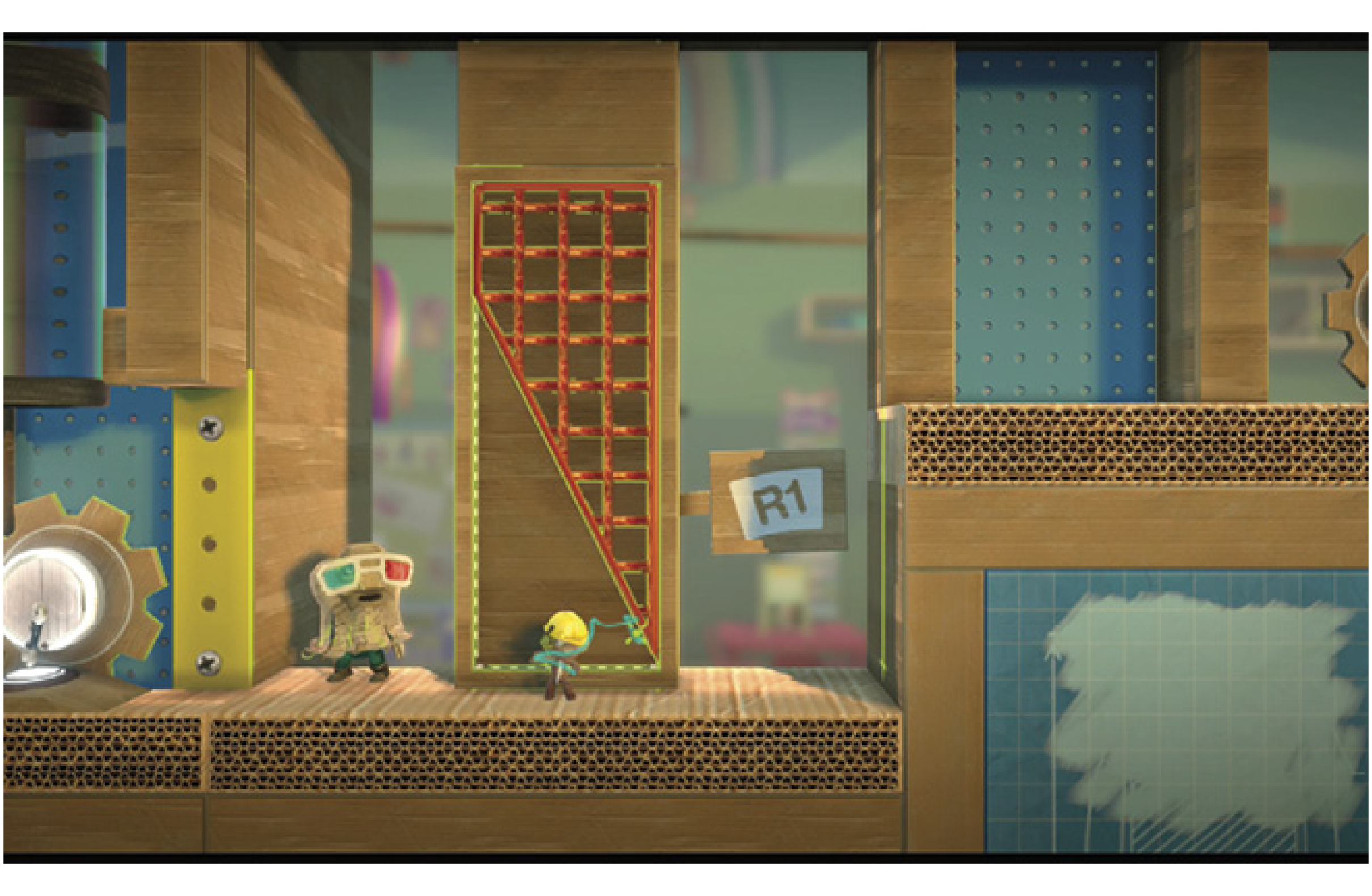

40
New Decoration!

For the next orange object you spot, you can delete corners until you reach your ultimate goal of two luscious Prize Bubbles that contain the **Adhesive Tape Holder Object** and **Perforated Cardboard Material**.

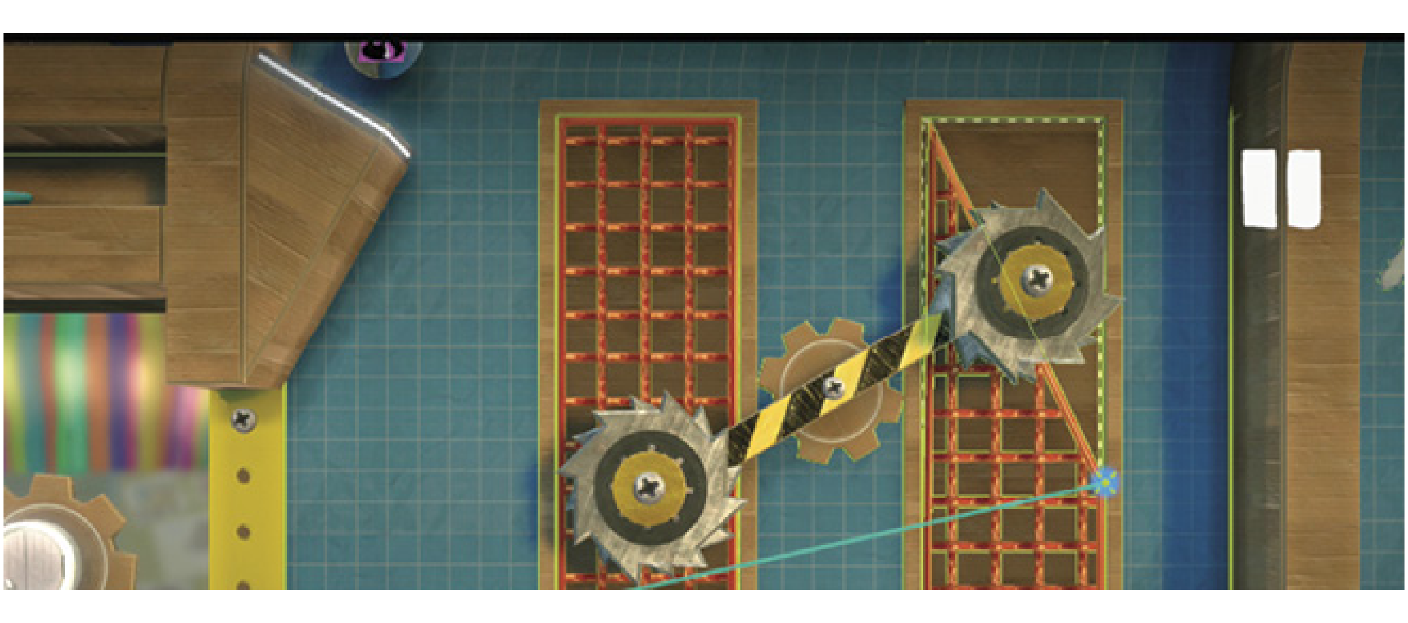



500
New Material!

Follow Larry Da Vinci down the tube to the grates. The only problem is that they're up too high for your sack person to reach. Pull at least one corner down with the Corner Editor, climb the grate with R1, and then jump to the right to proceed.

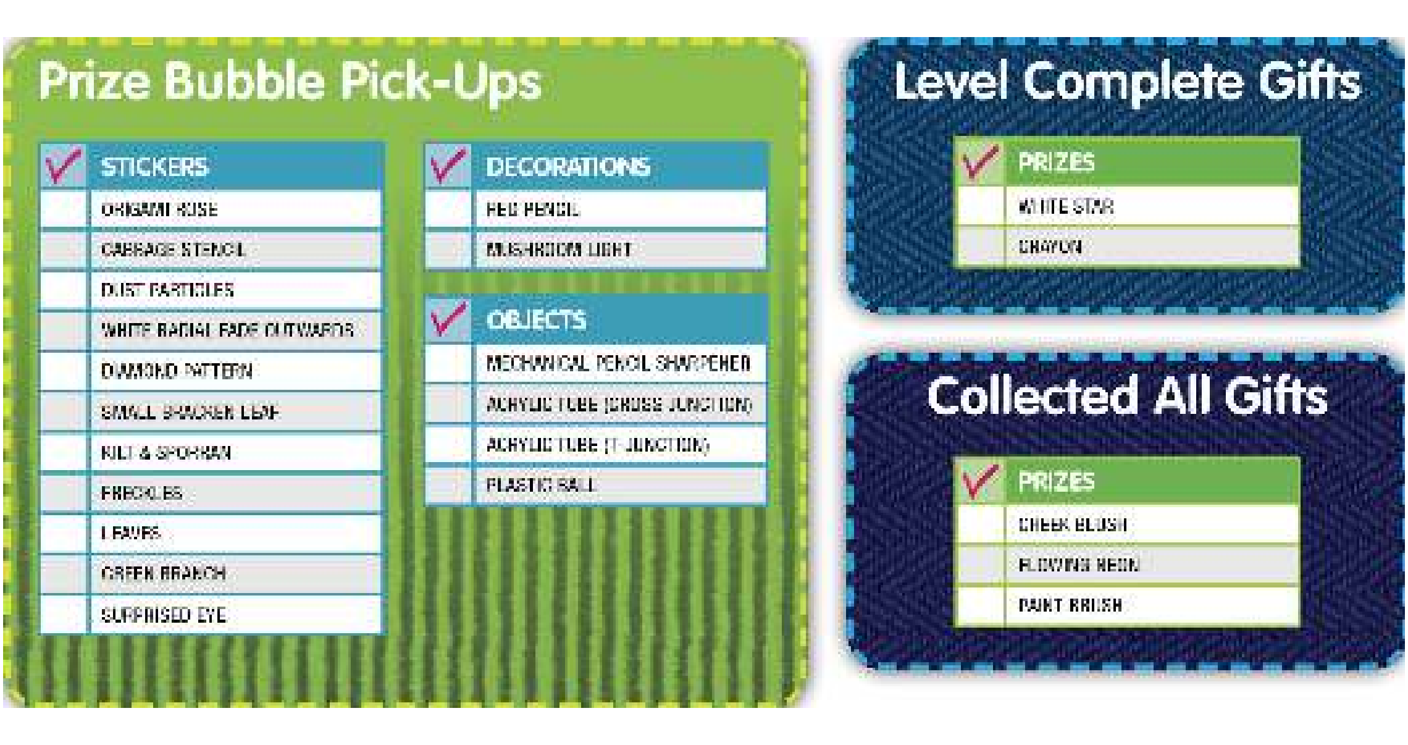


For this next section, you may need to press ✚ to pause the rotating blades that threaten your sack person's very existence. Then, use the Corner Editor to lift up grates so your sack person can climb to the top. Of course, you need to unpause the action first. Once they're climbing, your sack person must avoid the blades.



Welcome to the Popit Academy

Bounce Pads



Prize Bubble Pick-Ups

✓	STICKERS
☐	ORIGAMI ROSE
☐	CABBAGE STENCIL
☐	DUST PARTICLES
☐	WHITE RADIAL FADE OUTWARDS
☐	DIAMOND PATTERN
☐	SMALL BRACKEN LEAF
☐	KILT & SPORRAN
☐	FRECKLES
☐	LEAVES
☐	GREEN BRANCH
☐	SURPRISED EYE

✓	DECORATIONS
☐	RED PENCIL
☐	MUSHROOM LIGHT

✓	OBJECTS
☐	MECHANICAL PENCIL SHARPENER
☐	ACRYLIC TUBE (CROSS JUNCTION)
☐	ACRYLIC TUBE (T-JUNCTION)
☐	PLASTIC BALL

Level Complete Gifts

✓	PRIZES
☐	WHITE STAR
☐	CRAYON

Collected All Gifts

✓	PRIZES
☐	CHEEK BLUSH
☐	FLOWING NEON
☐	PAINT BRUSH

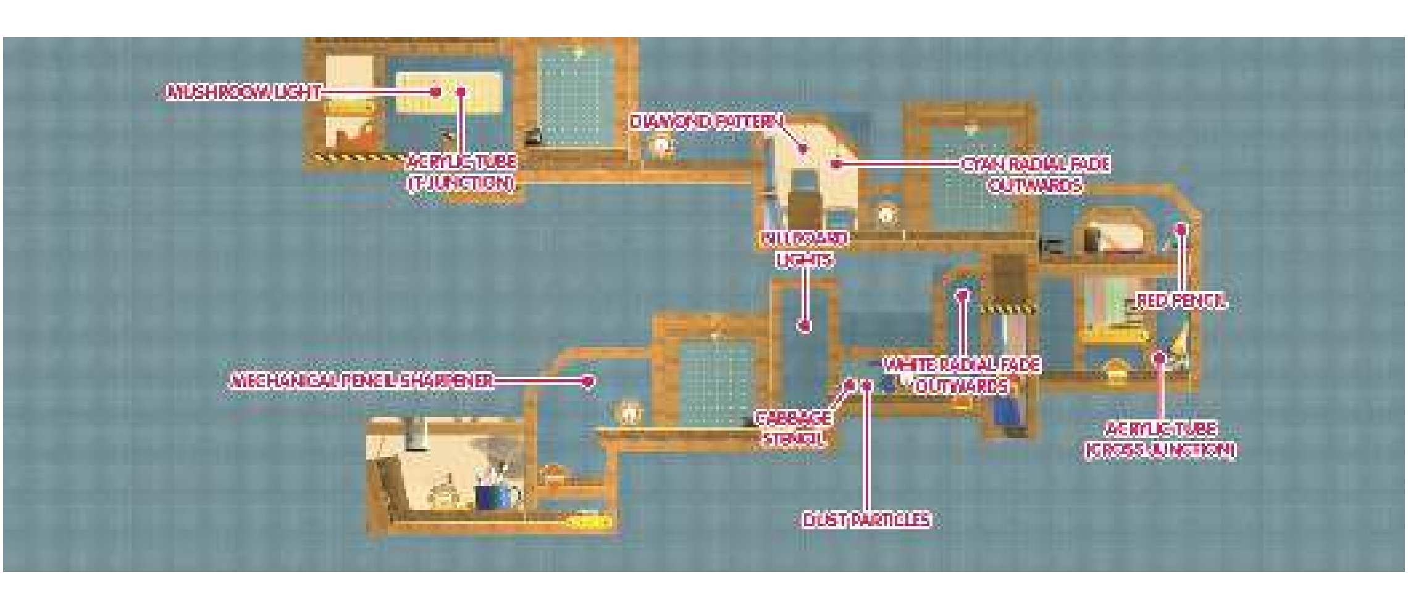
Bounce Pads are one of the silliest and most exciting things you can place in your level, simply because they're the bounciest. And you'd be surprised at how handy a bouncy object can be when you're trying to reach a high place.

Bouncy, Bouncy

To place a Bounce Pad in your level, select it from your Tools bag. You can spin it or adjust its size with the right stick or touch pad, or move it with the left stick. Press ✕ to plant it in its place.

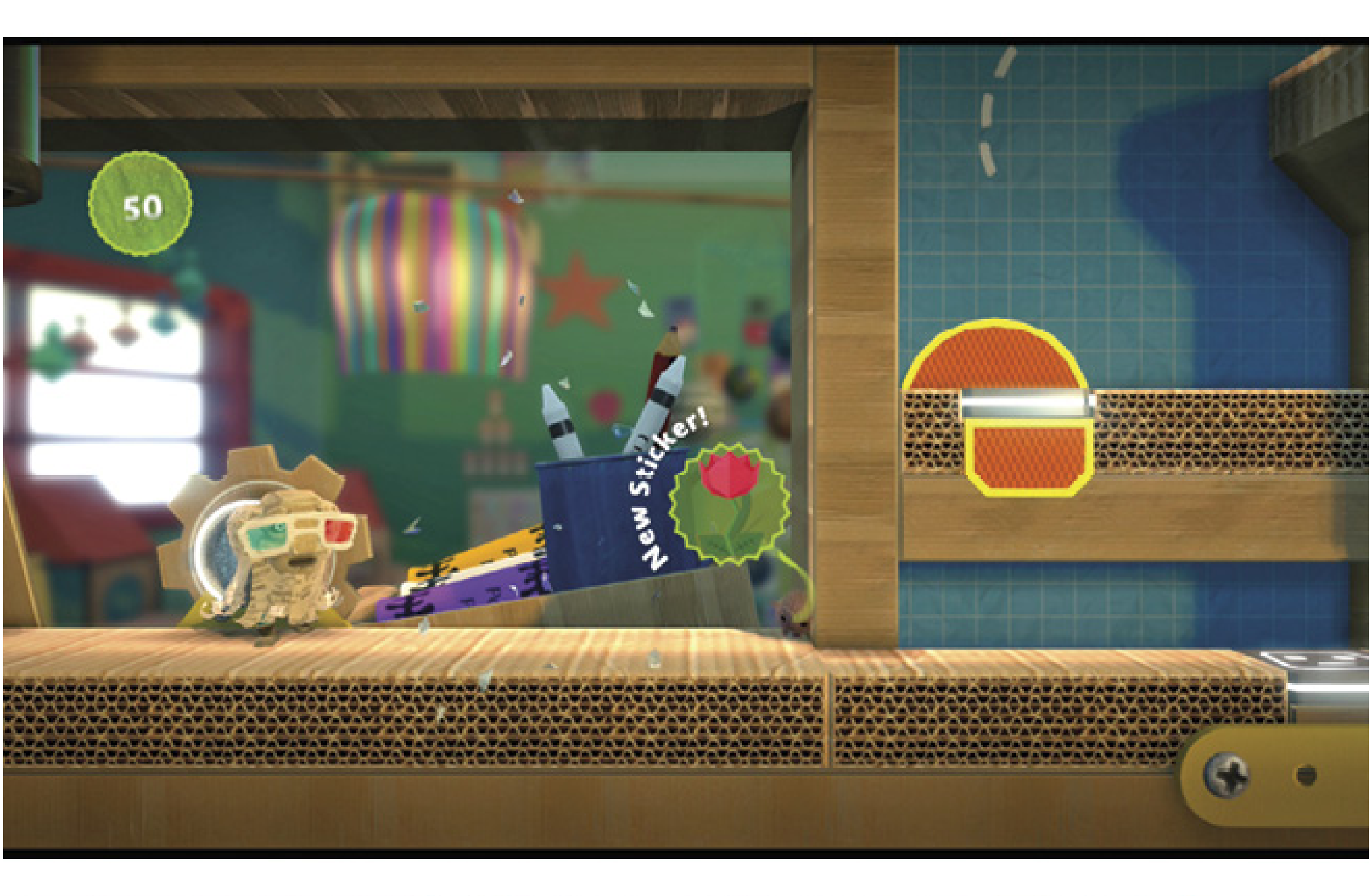
But wait! It's important to modify Bounce Pads so they're exactly bouncy enough to get the job done. Maybe you require more movement to bounce high enough to reach where you want to go, or perhaps you would prefer to avoid an up-high obstacle. You can also change their properties so they plop down on the ground, or float wherever you place them. How's that for a neato trick?

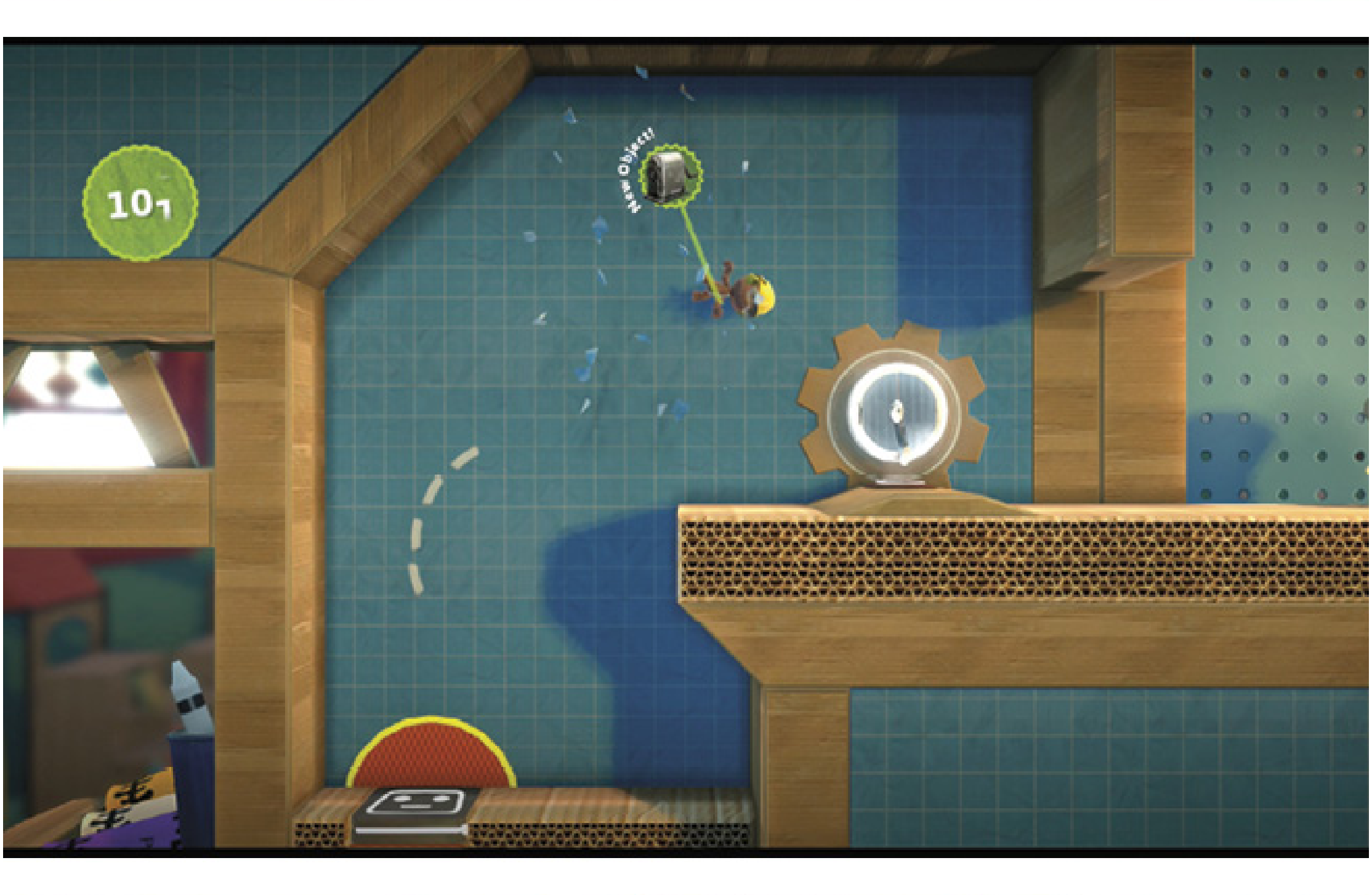
To adjust these things, press ■ to go straight into the Tweak menu. You can do this before you press ✕ to place the Bounce Pad or after you select a Bounce Pad with the Popit Cursor.

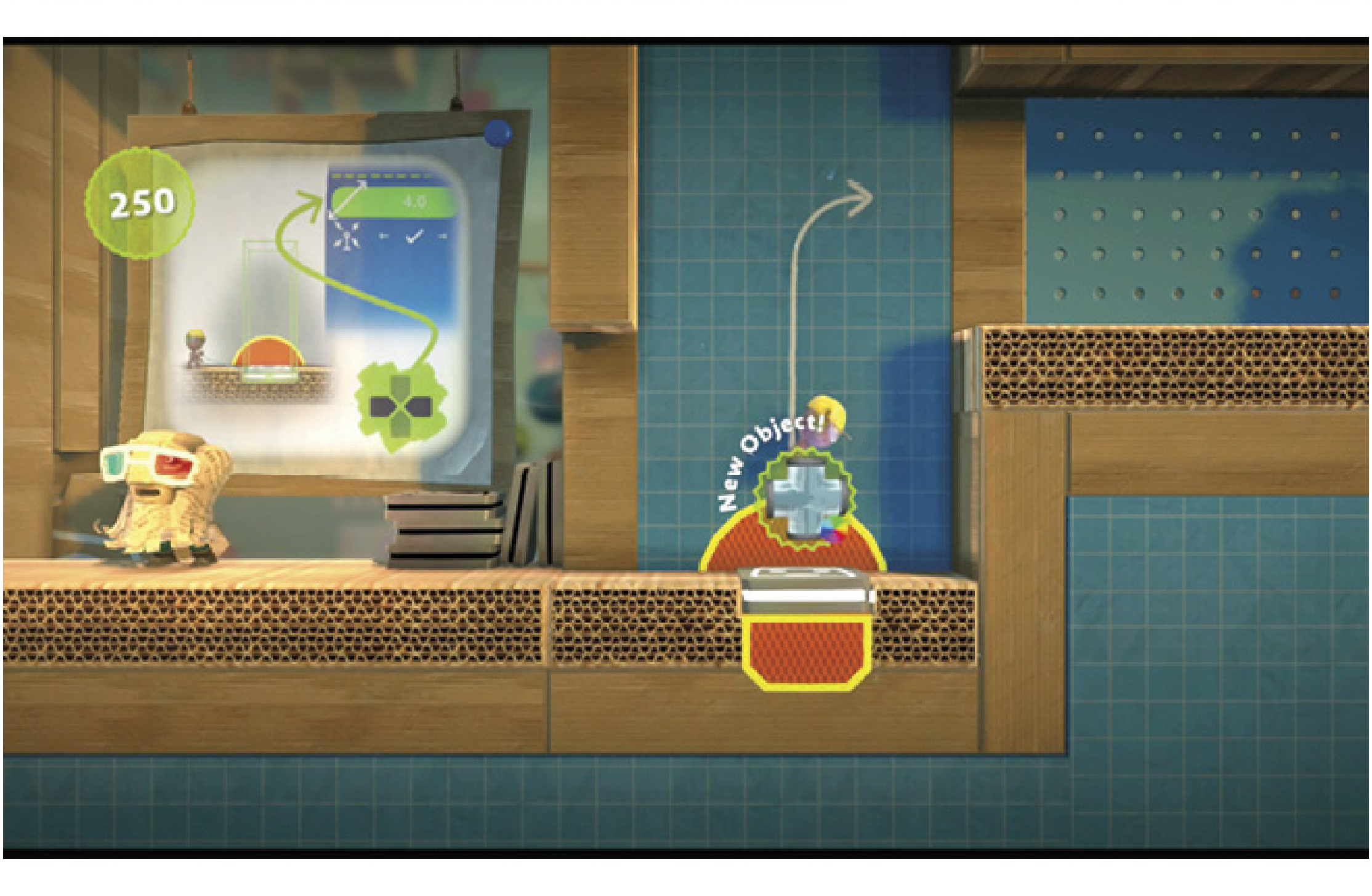

MUSHROOM LIGHT
ACRYLIC TUBE (T-JUNCTION)
DIAMOND PATTERN
CYAN RADIAL FADE OUTWARDS
BILLBOARD LIGHTS
RED PENCIL
MECHANICAL PENCIL SHARPENER
WHITE RADIAL FADE OUTWARDS
CABBAGE STENCIL
ACRYLIC TUBE (CROSS JUNCTION)
DUST PARTICLES

When you first begin this lesson, move your little adventurer all the way to the left and jump off the slanted Bounce Pad there. Press ✕ to really take off, aiming for the **Origami Rose Sticker** Prize Bubble.

That was fun, but now it's time to get down to the business of learning. Use the Bounce Pads as you follow Larry Da Vinci to get a feel for them. As soon as you pass through the Popit Powerup at the top of the first platforming area, head straight back to where you came from, and use your Popit Cursor. With it, select the Bounce Pad and adjust its Movement Height so your sack person can jump higher—all with the goal of reaching that Prize Bubble for the **Mechanical Pencil Sharpener Object**.

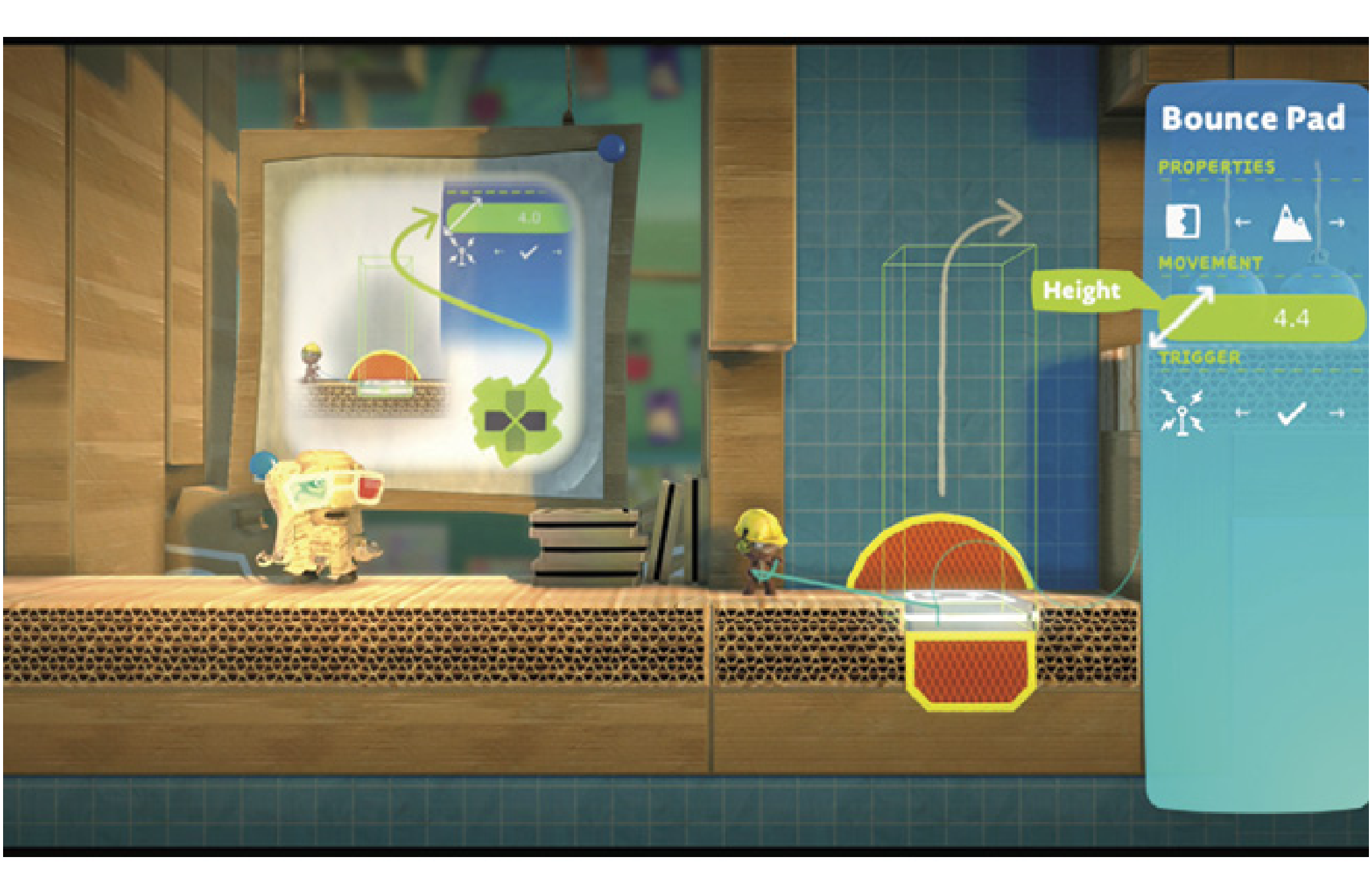

50
New Sticker!

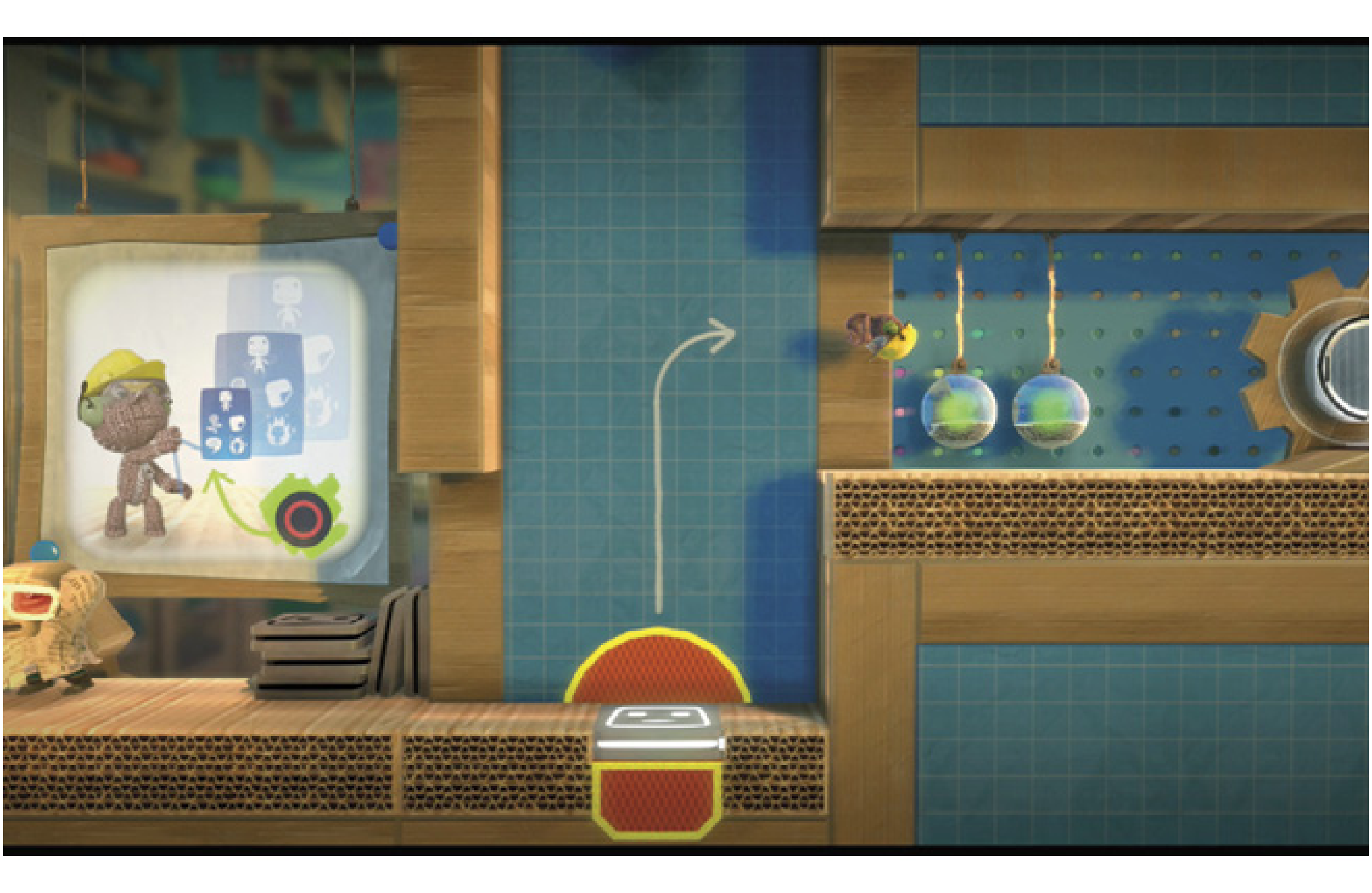

10
New Object!


250
New Object!

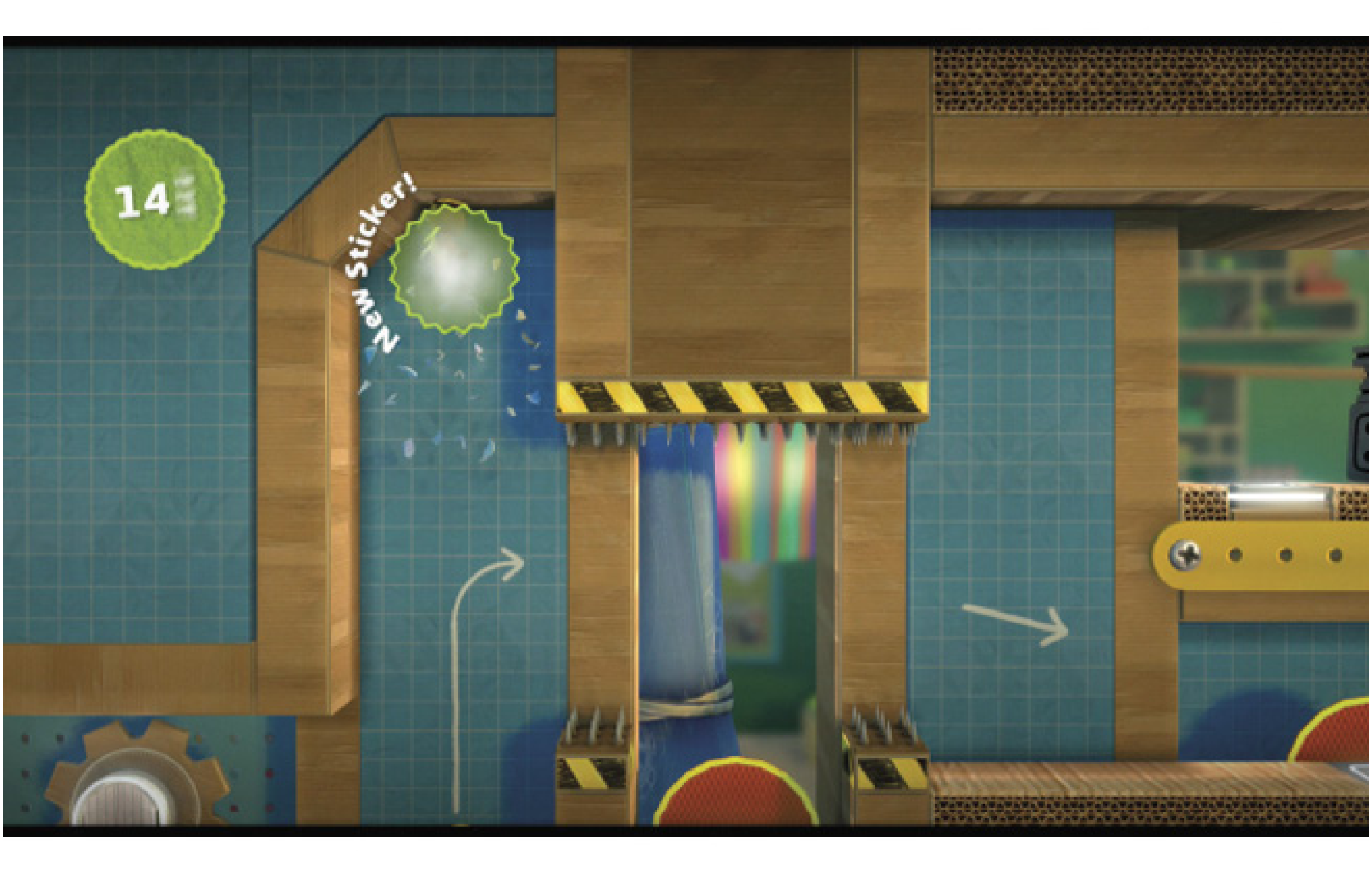
Next, you can use your Popit Cursor to select the Bounce Pad ahead, and press ■ to tweak it. Adjust the Movement with the left stick or right stick to give it more oomph. When you're done, press ✕ to set your changes, and then have your sack person bounce on it to the platform above.

First, ensure that you make the Bounce Pad bouncy enough to launch your sack person to the Prize Bubble way, way up in the air—almost out of sight. This is for the **Acrylic Tube (Cross Junction) Object**. Then, head to the lower platform on the right, and pop those Prize Bubbles for the **Cabbage Stencil Sticker** and **Dust Particles Sticker** at the top.

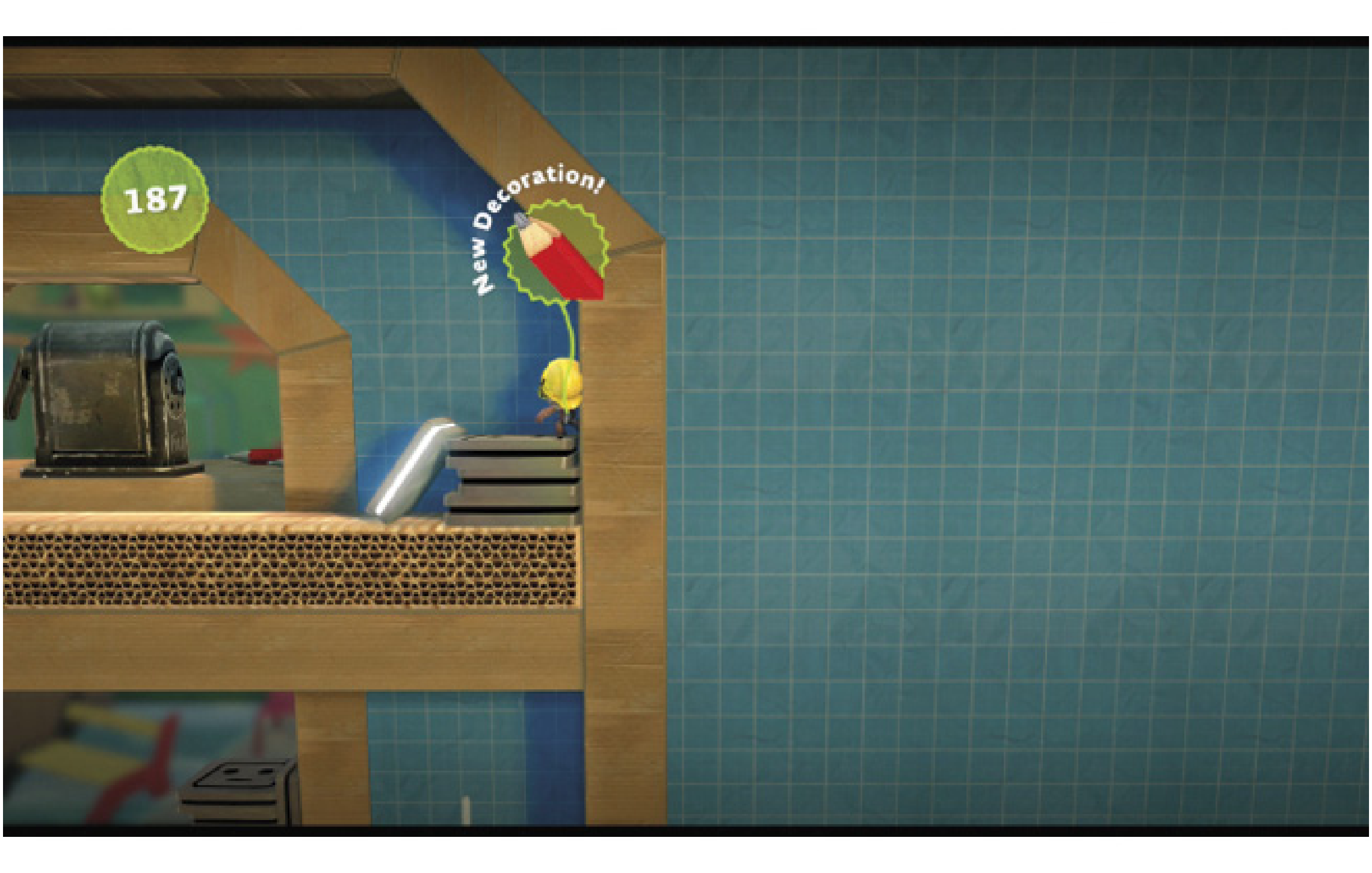

Bounce Pad
PROPERTIES
MOVEMENT
Height
4.4
TRIGGER



In the next area, maximize the bounciness of the Bounce Pad to reach the **White Radial Fade Outwards Sticker** Prize Bubble, and then jump over the obstacle to the right.


14
New Sticker!

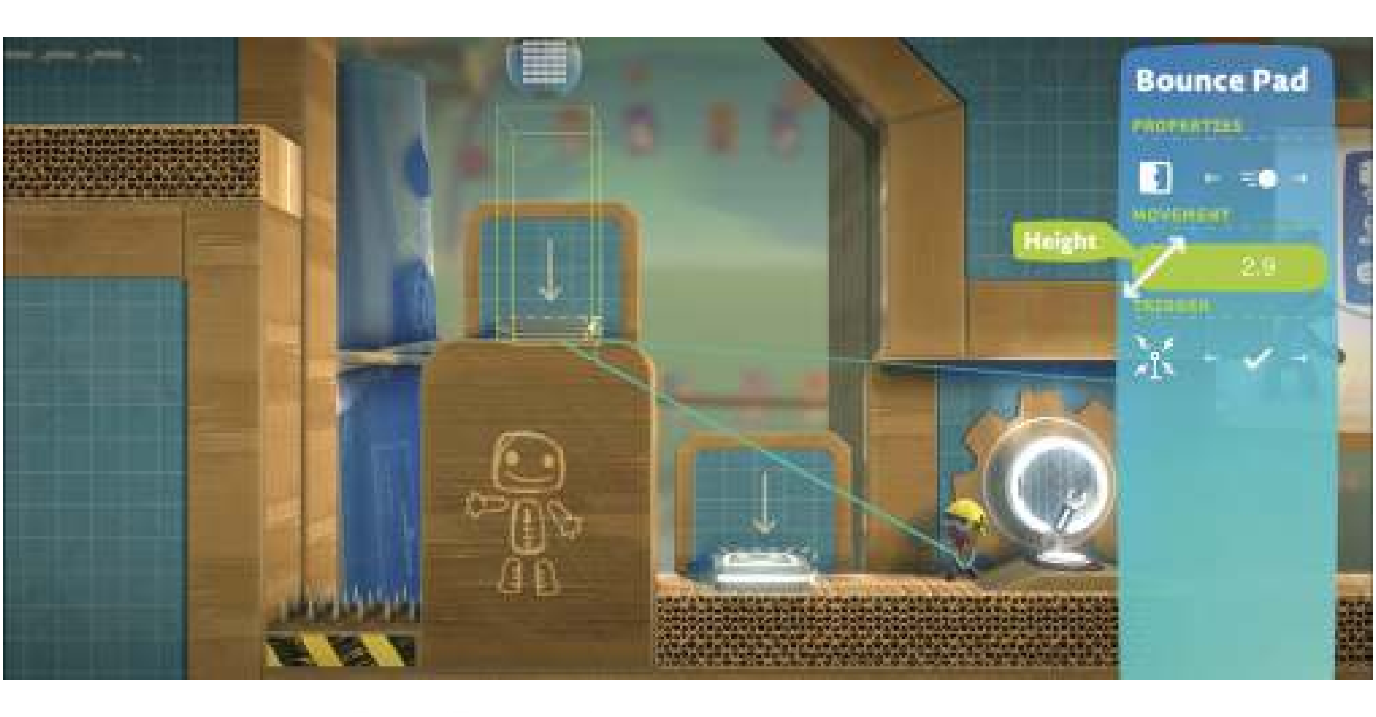
As you proceed along the platforms, continue adjusting Bounce Pads. Keep an eye out for the Prize Bubble with the **Red Pencil Decoration**—your sack person must jump over the Bounce Pad to reach it.

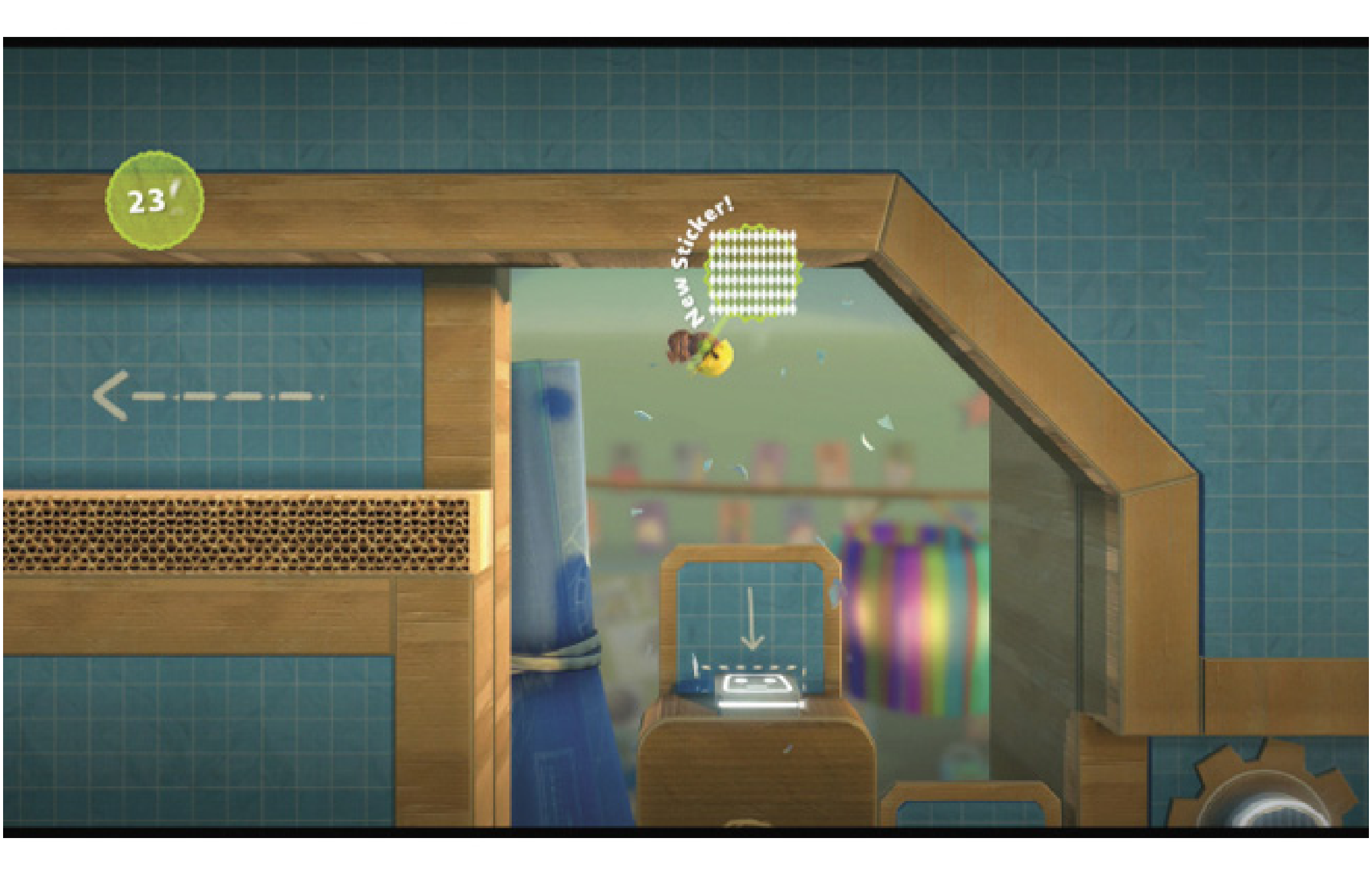

187
New Decoration!

Creating Your Own Bounce Pads

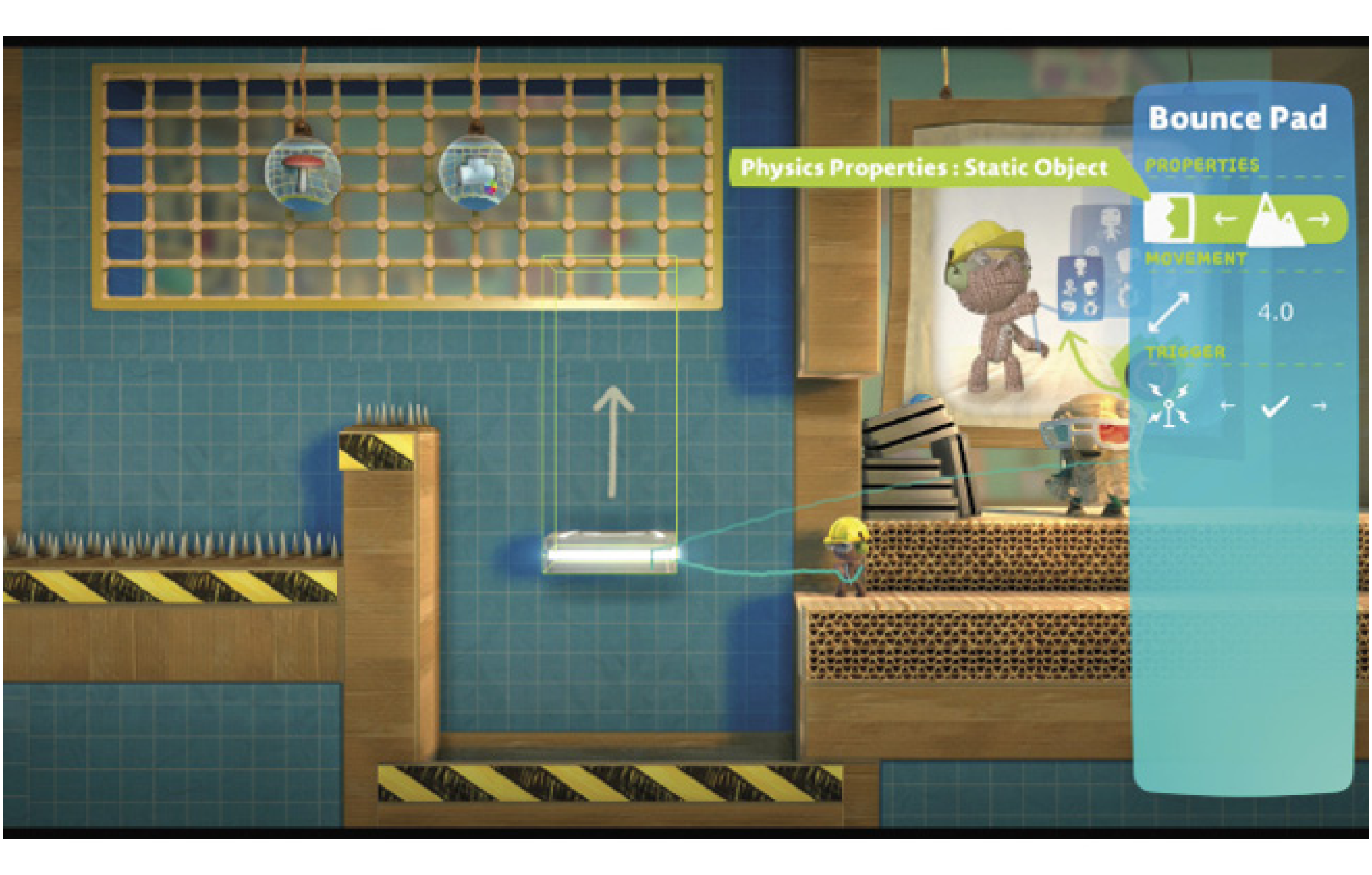
Now it's time to start making your own Bounce Pads and placing them in the level so your sack person can get a move on. You already know a little about that. Select the Bounce Pad from your Tools bag and place it where you want, and then press ■ to configure its properties (like how high your sack person can bounce on it).

Use your Bounce Pads to proceed up to higher platforms. Make sure you pop the Prize Bubble for the **Diamond Pattern Sticker** as you go.

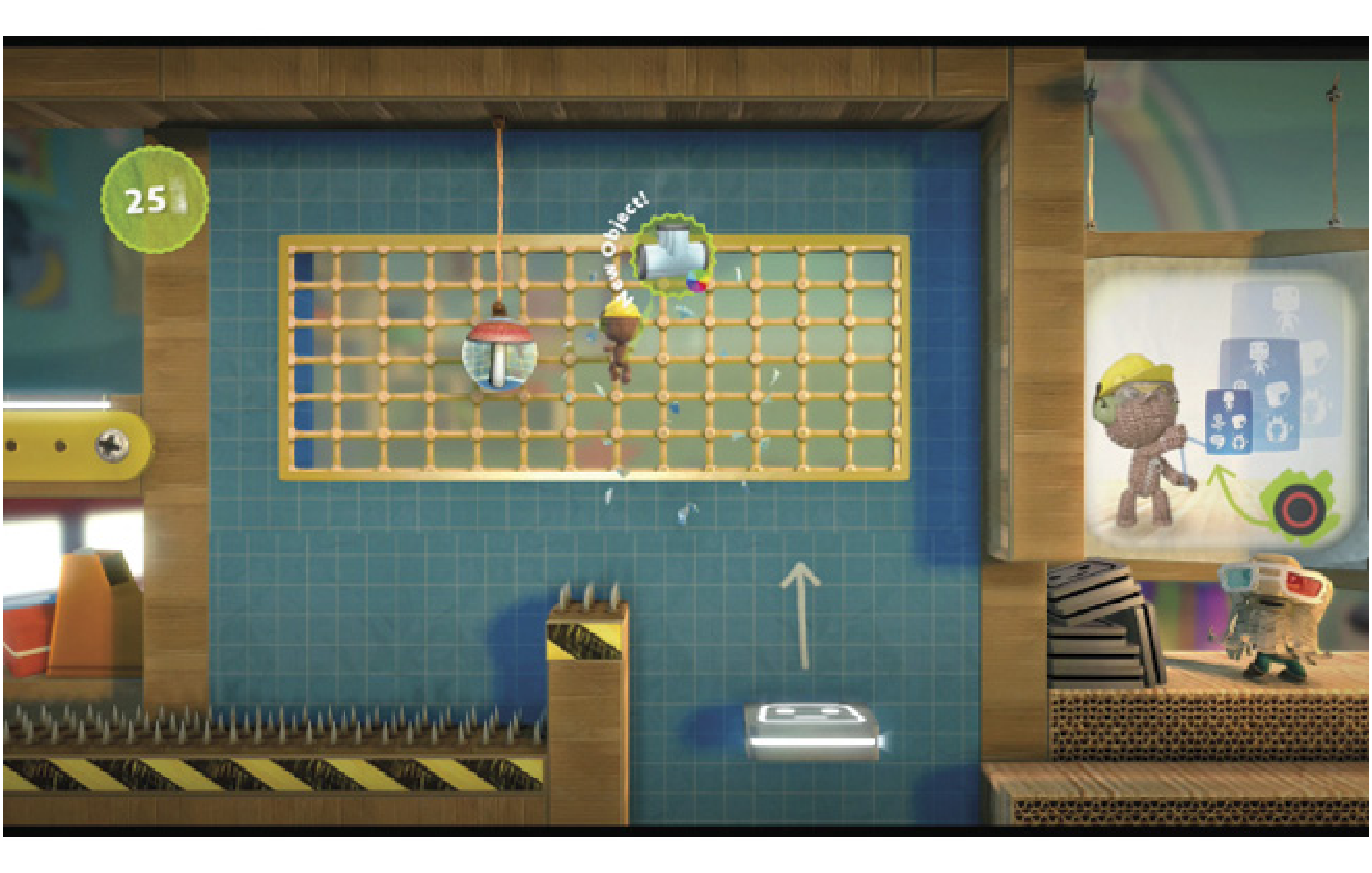

Bounce Pad
PROPERTIES
MOVEMENT
Height
2.9
TRIGGER

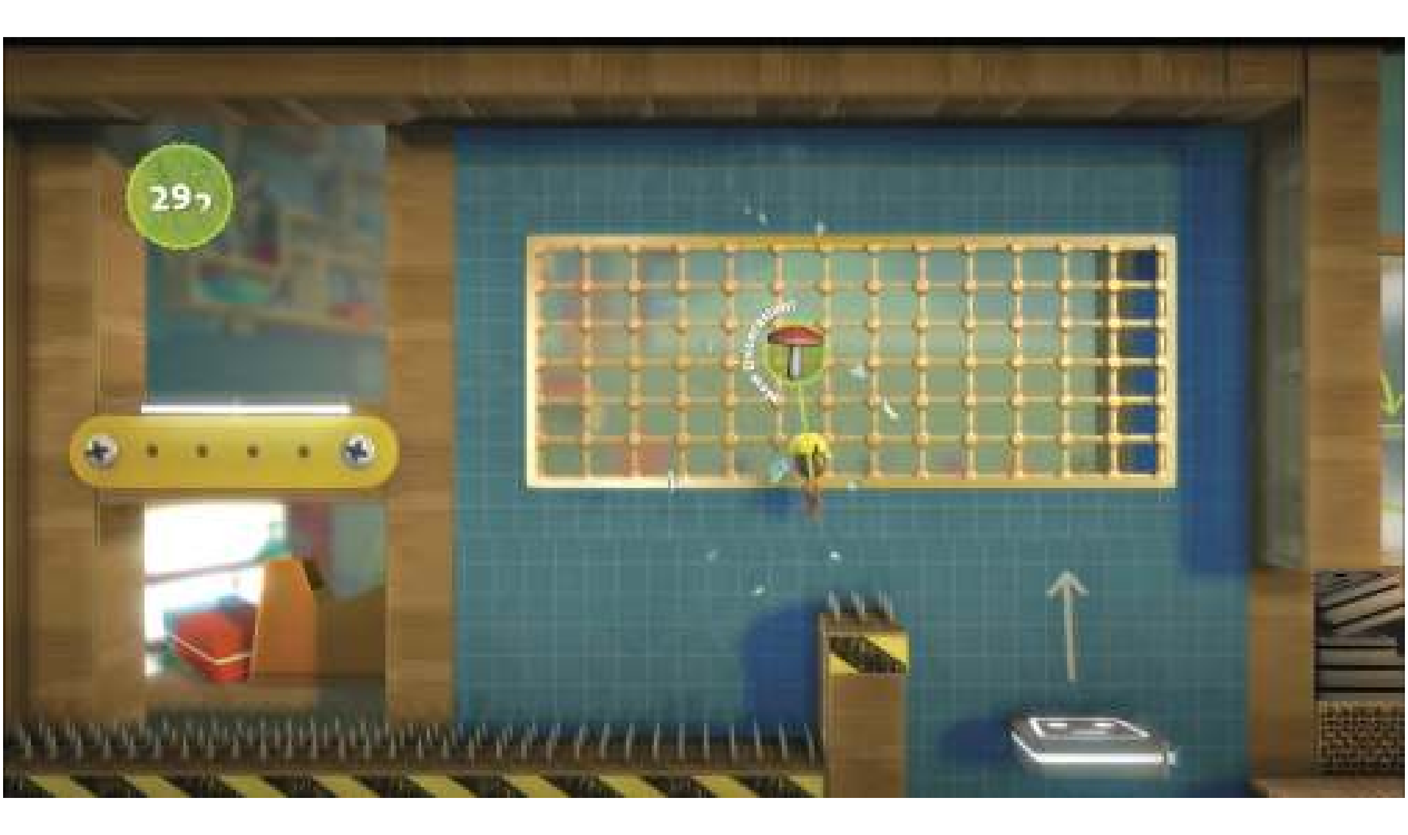

23
New Sticker!

You can do more than just change the bounciness of your Bounce Pads—you can also adjust their physics. Press ■ while you're creating one, and choose the Static option if you want your Bounce Pad to float wherever you stick it, without any regard for gravity at all.

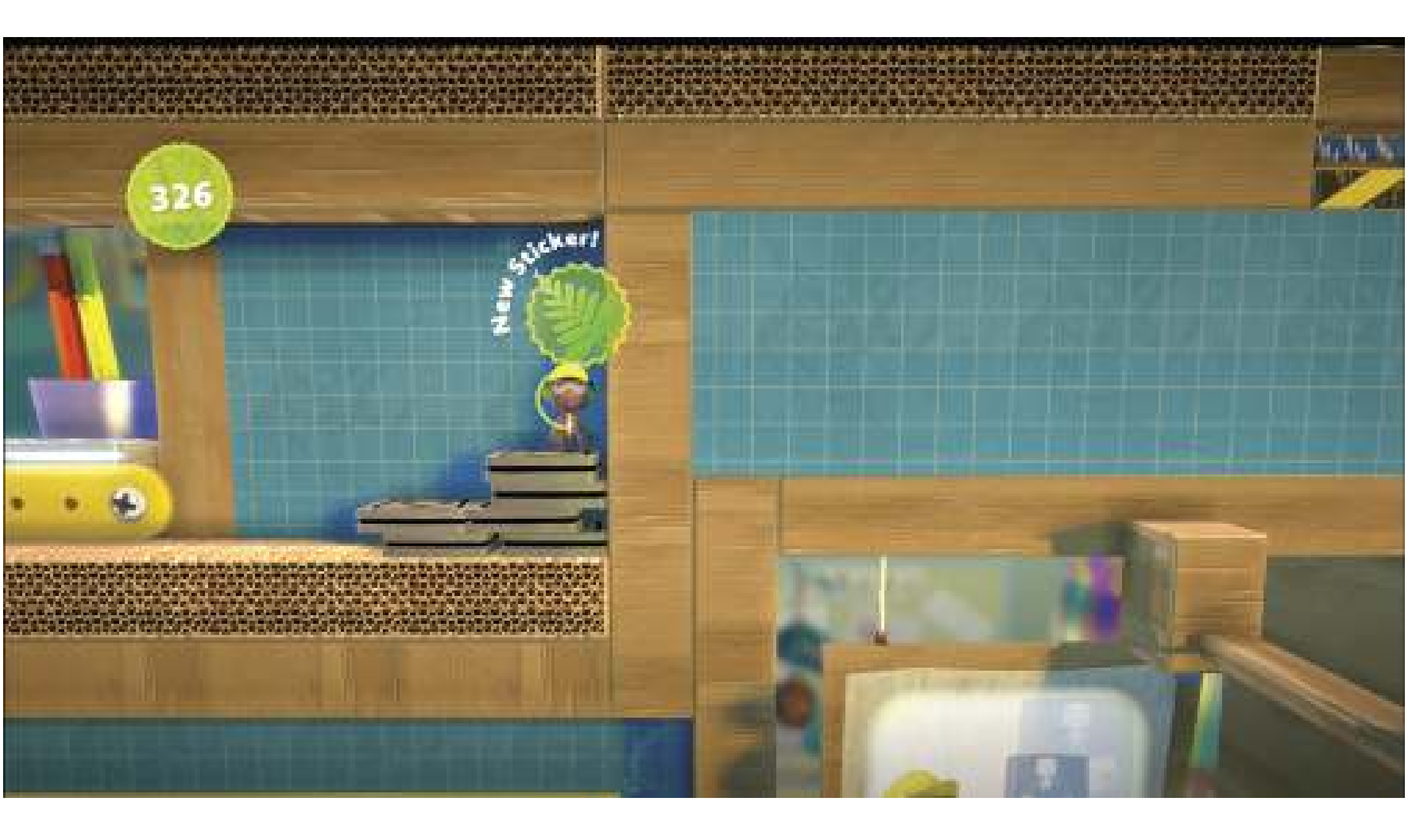

Bounce Pad
Physics Properties : Static Object
PROPERTIES
MOVEMENT
4.0
TRIGGER

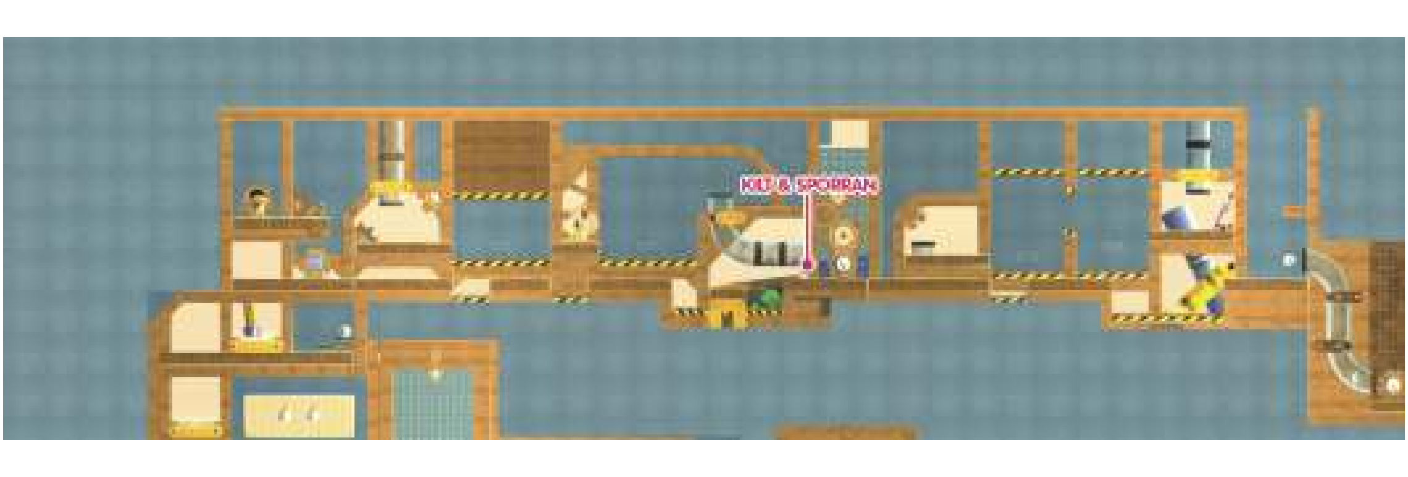
In the next section, make sure you adjust the movement so your sack person can bounce onto the mesh and grab hold with R1. Move through the Prize Bubbles for the **Acrylic Tube (T-Junction) Object** and **Mushroom Light Decoration**.


25
New Object!



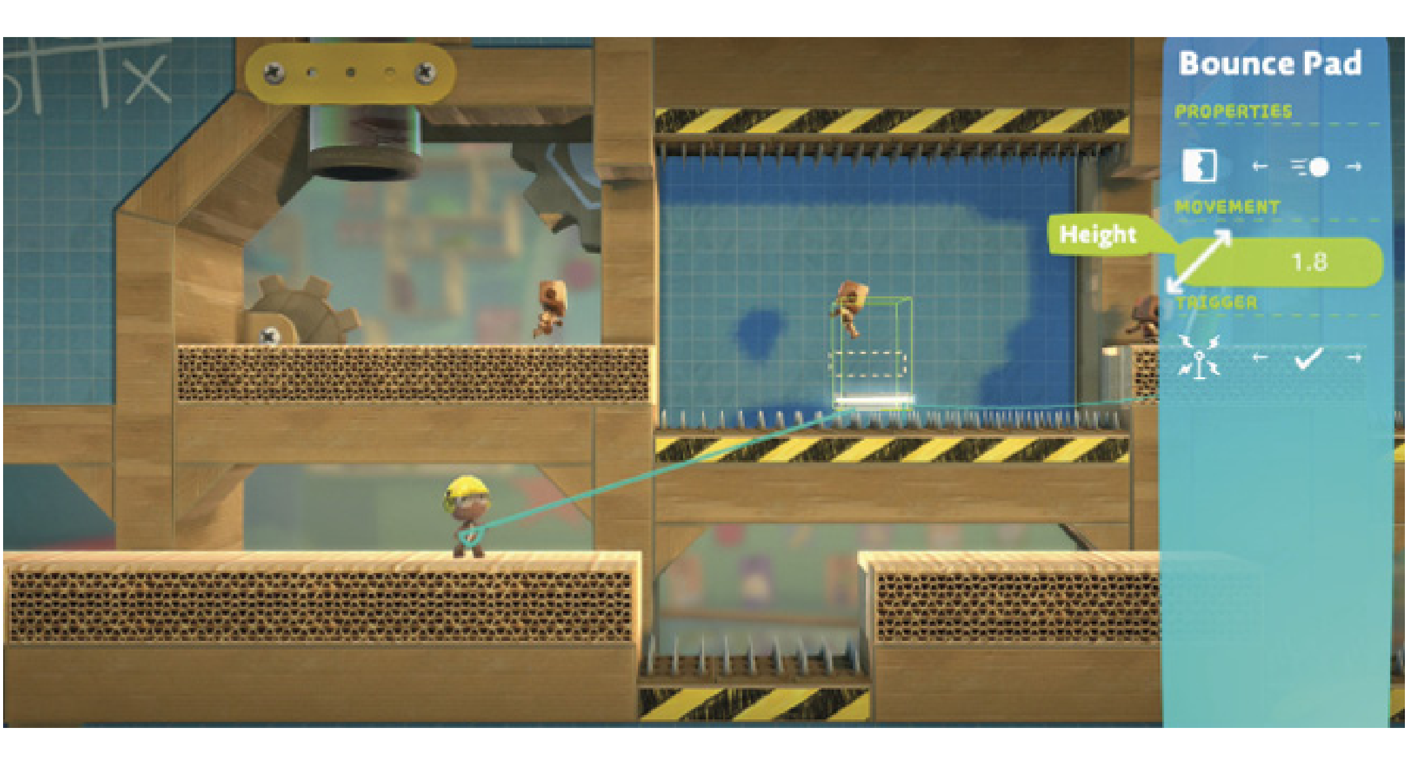
On the platform above, head to the right to pick up the somewhat hidden Prize Bubble's **Small Bracken Leaf Sticker**.

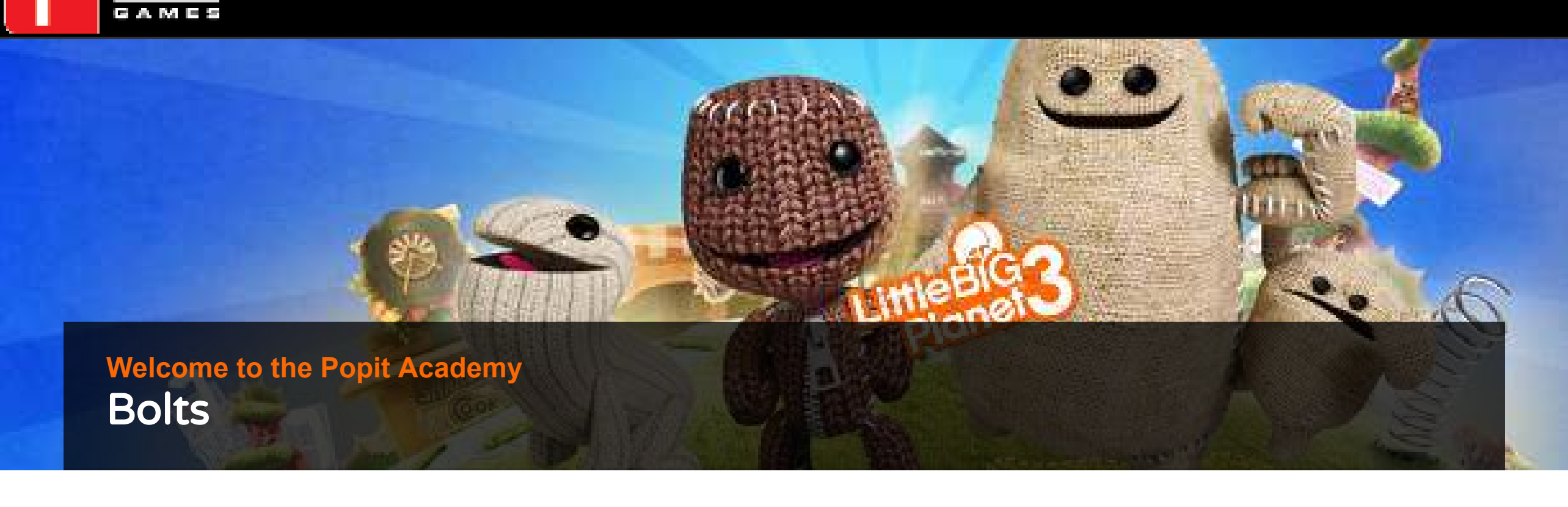

326
New Sticker!


KILT & SPORRAN

Helping Sackbots to the Other Side

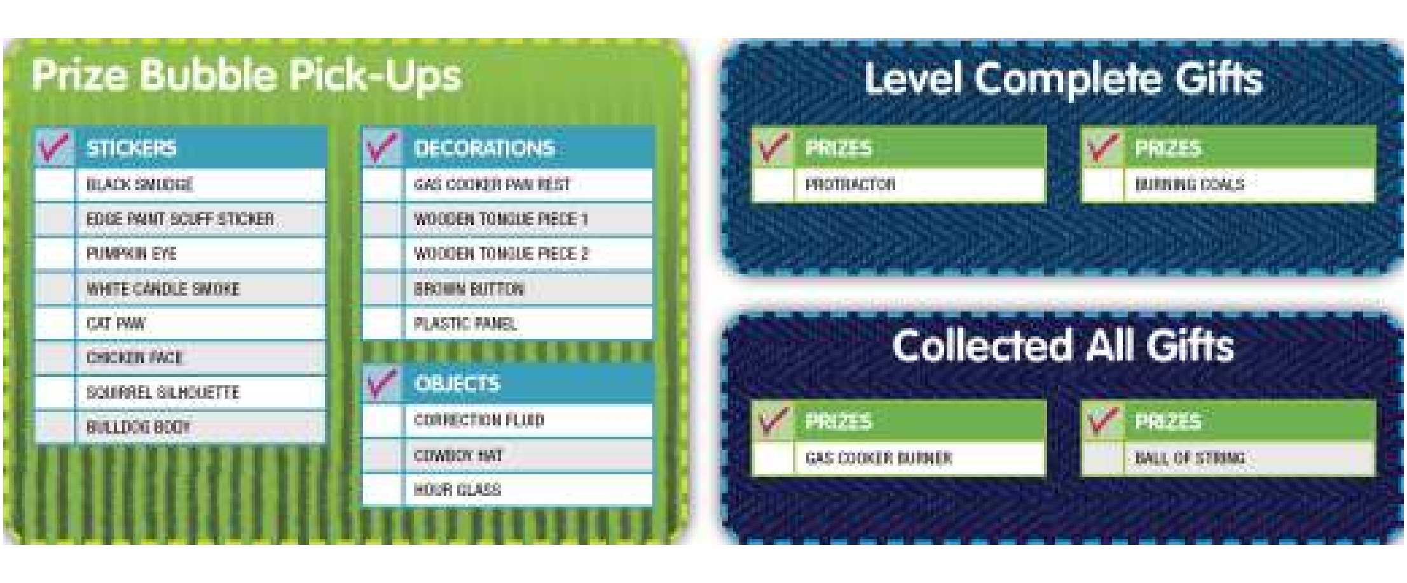
The next section involves your sack person coming to the aid of Sackbots that are impaling themselves on spikes and whatnot; it's really quite a mess. Move along the platforms, and place Bounce Pads along the way for the Sackbots to help them get from one side to the other.


Bounce Pad
PROPERTIES
MOVEMENT
Height
1.8
TRIGGER


LittleBIG Planet 3

Welcome to the Popit Academy

Bolts



Prize Bubble Pick-Ups

STICKERS
BLACK SMUDGE
EDGE PAINT SCUFF STICKER
PUMPKIN EYE
WHITE CANDLE SMOKE
CAT PAW
CHICKEN FACE
SQUIRREL SILHOUETTE
BULLDOG BODY

DECORATIONS
GAS COOKER PAN REST
WOODEN TONGUE PIECE 1
WOODEN TONGUE PIECE 2
BROWN BUTTON
PLASTIC PANEL

OBJECTS
CORRECTION FLUID
COWBOY HAT
HOUR GLASS

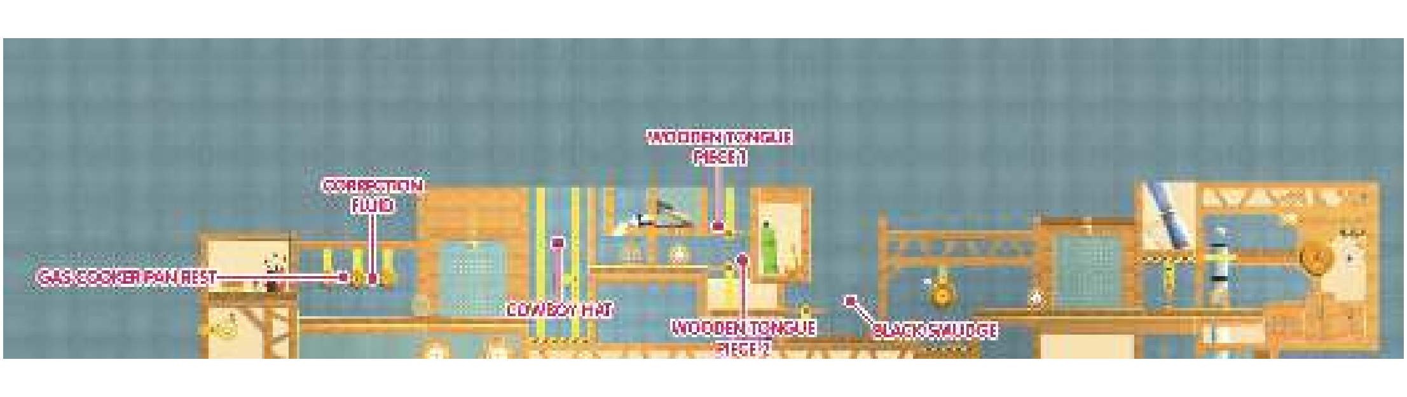
Level Complete Gifts

PRIZES	PRIZES
PROTRACTOR	BURNING COALS

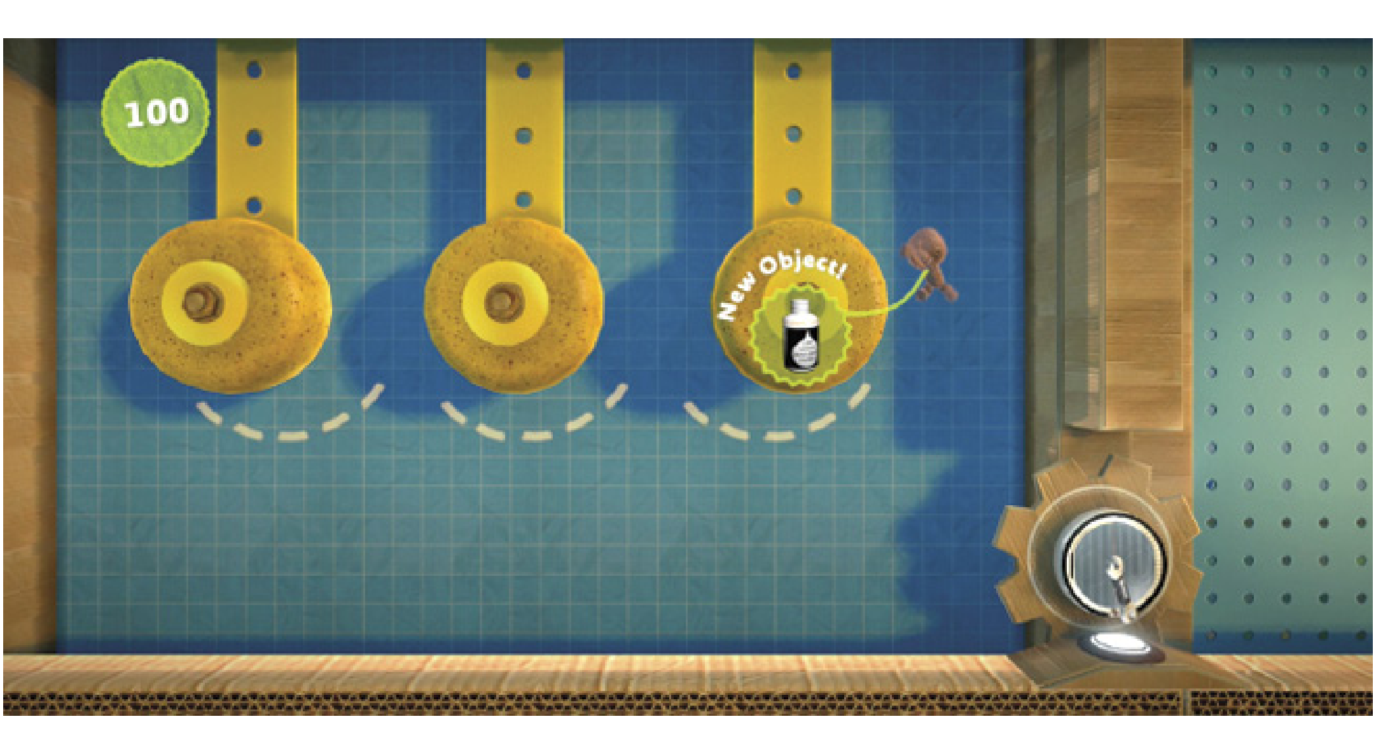
Collected All Gifts

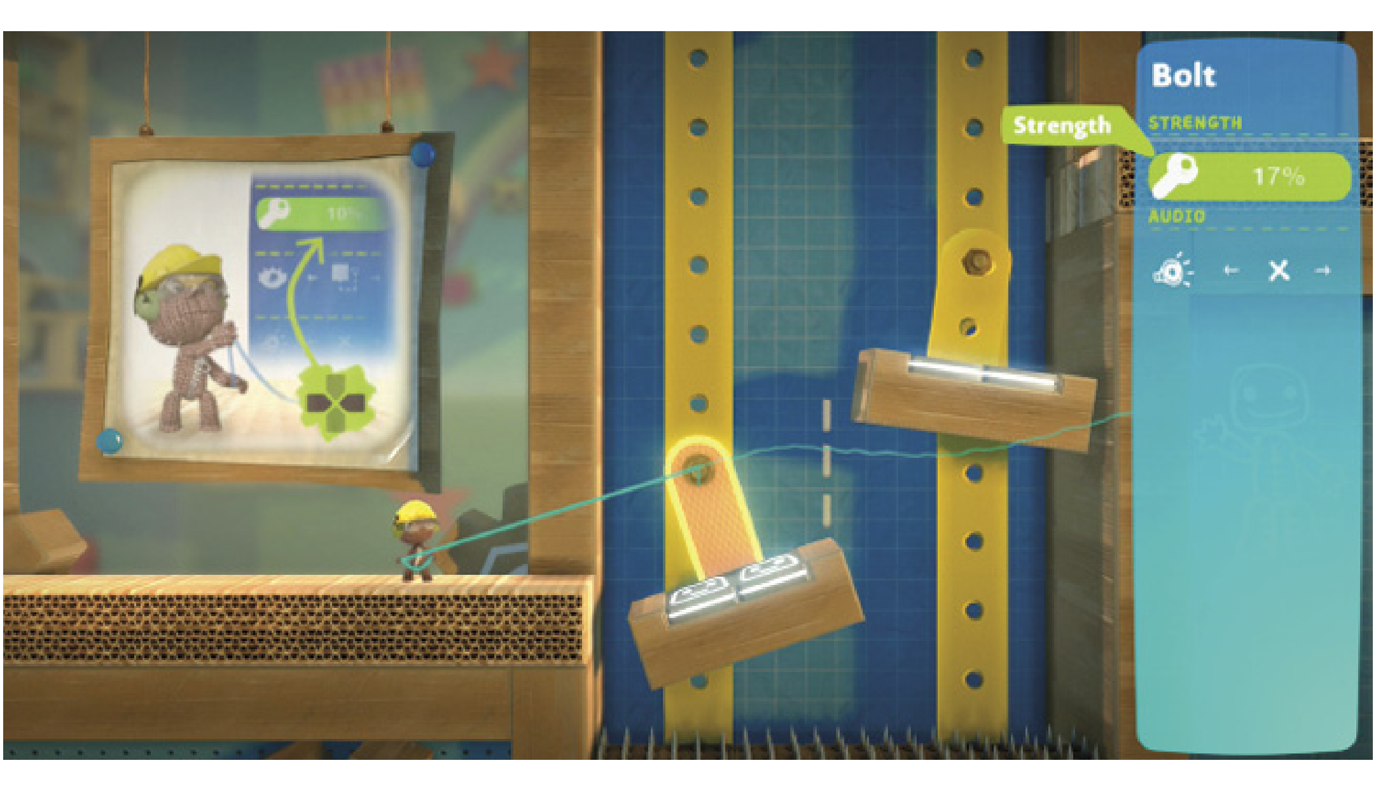
PRIZES	PRIZES
GAS COOKER BURNER	BALL OF STRING

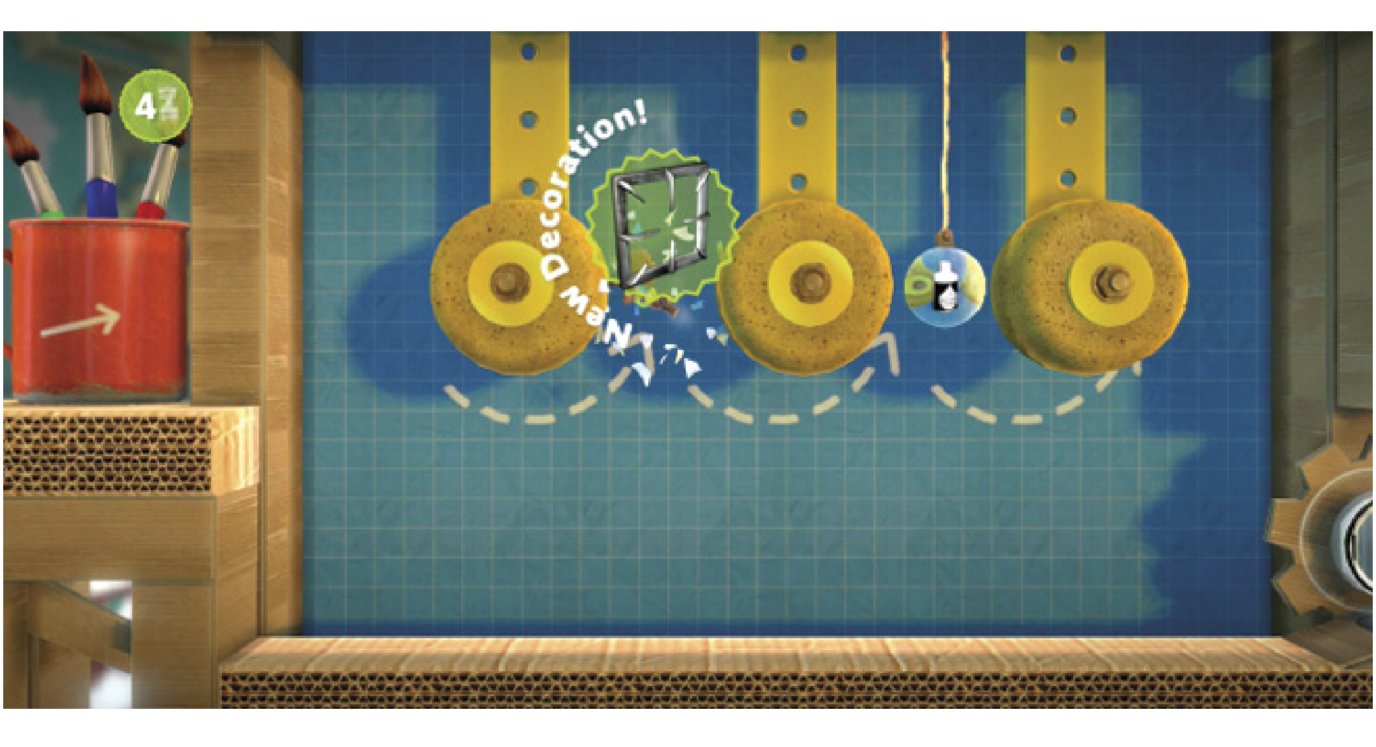
Bolts might seem very handyperson-with-a-toolbox-and-overalls, which is all part of their charm and why they're so useful in your levels. For instance, you might use bolts to attach materials to walls. Maybe you want to make something spin or wobble; bolts can do that, too.


WOODEN TONGUE PIECE 1
CORRECTION FLUID
GAS COOKER PAN REST
COWBOY HAT
WOODEN TONGUE PIECE 2
BLACK SMUDGE

To get started on your next lesson, jump and press R1 to latch onto the sponges, one at a time. Swing across them to collect the Prize Bubbles for the **Gas Cooker Pan Rest Decoration** and **Correction Fluid Object**.

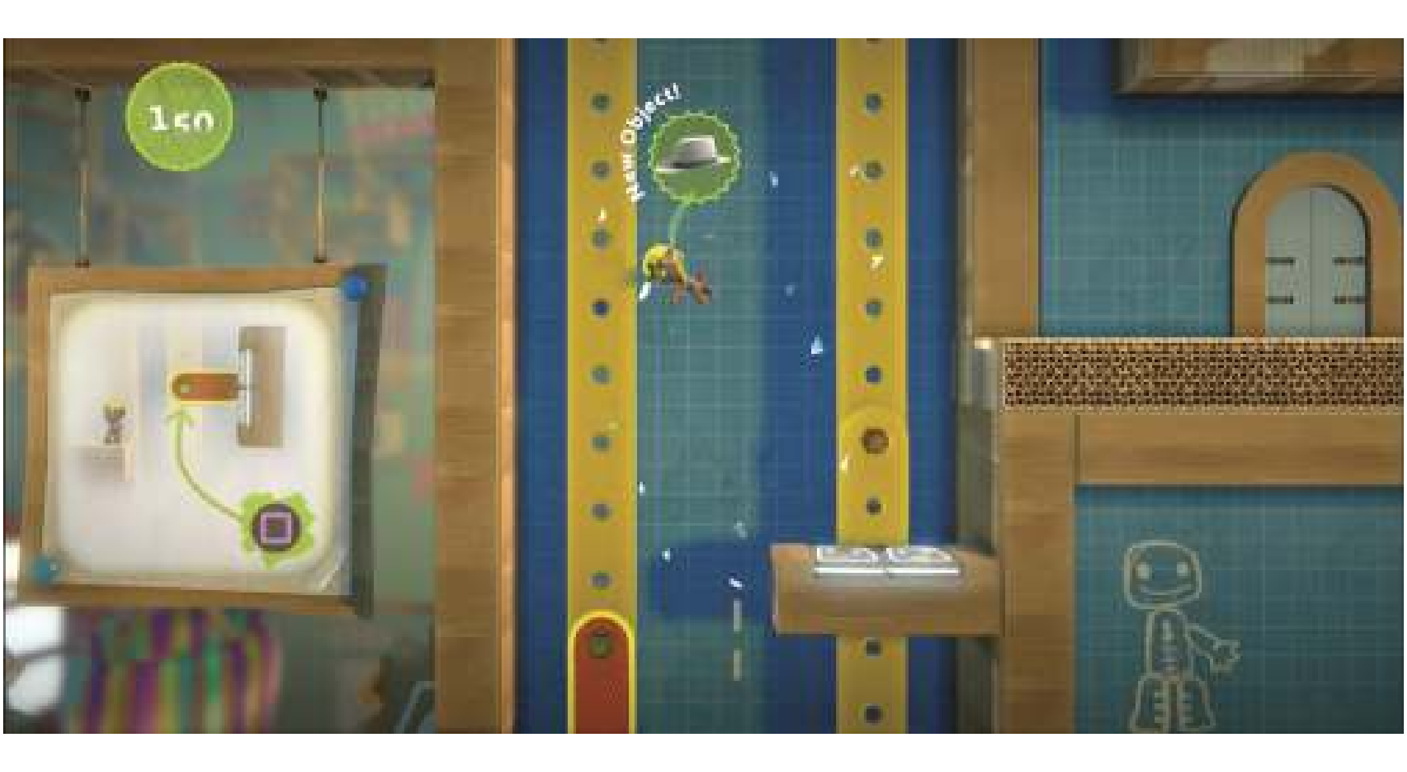

100
New Object!


Bolt
Strength
STRENGTH
17%
AUDIO

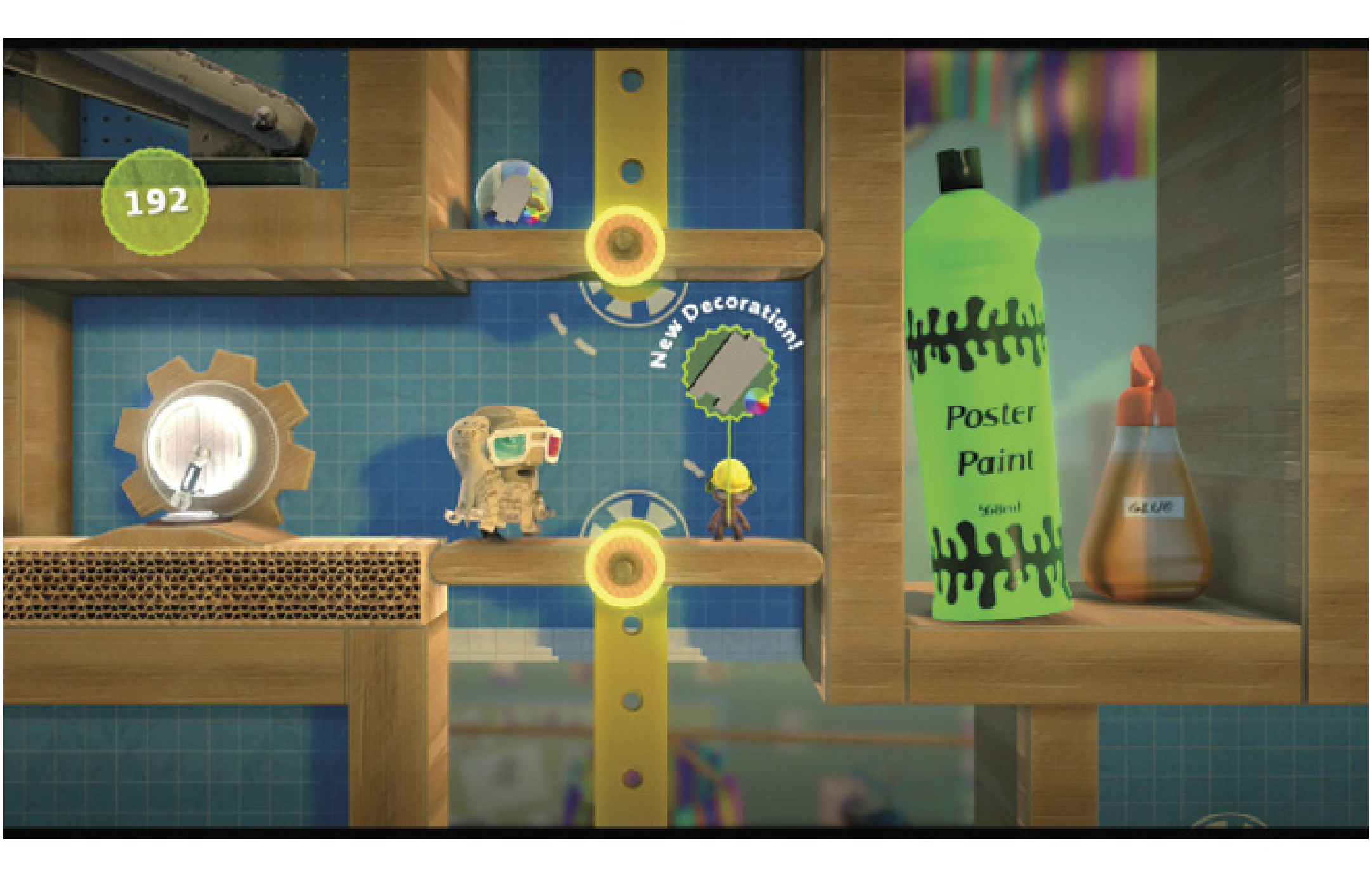

New Decoration!

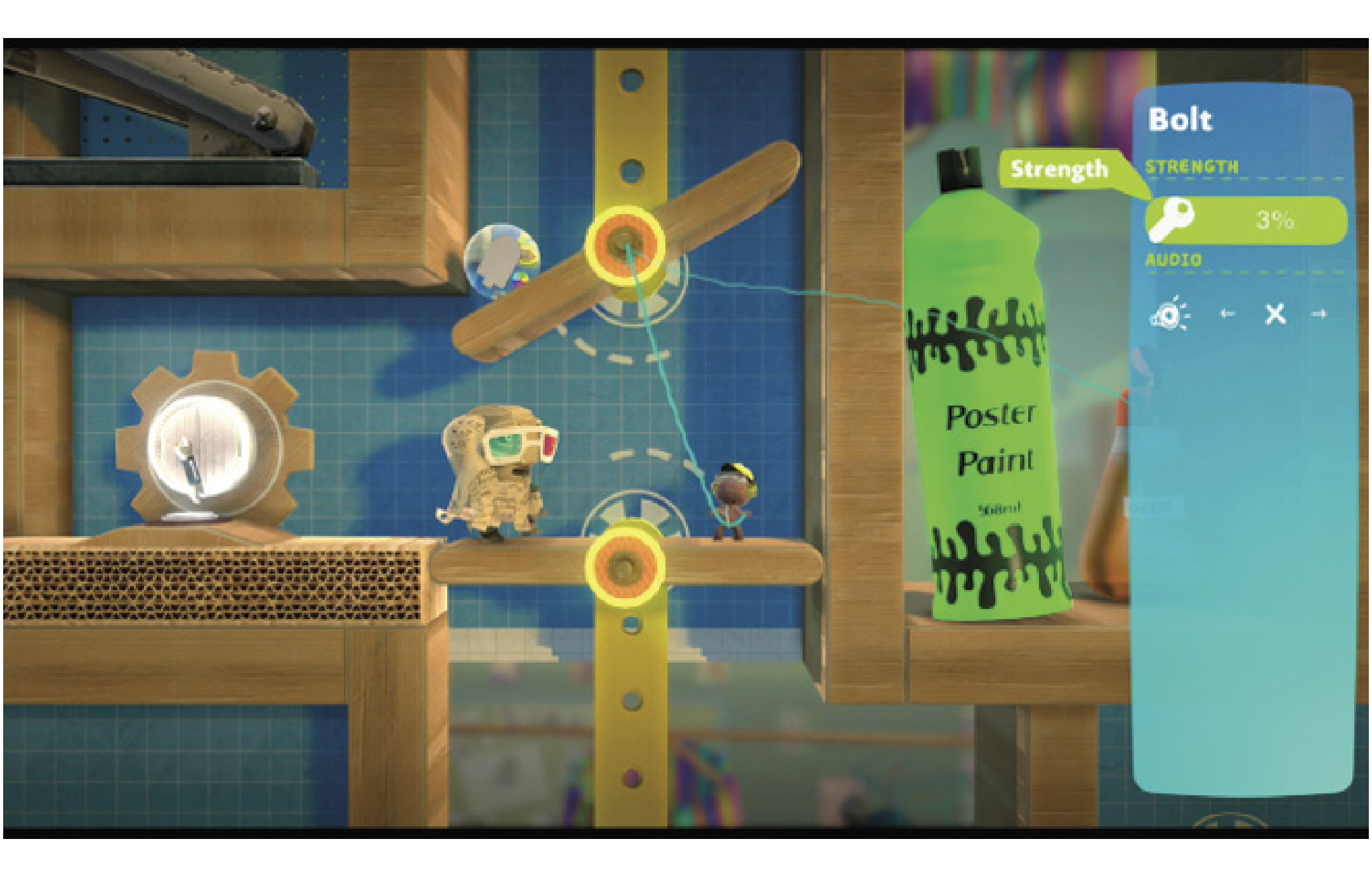
Next, use your Popit Cursor to select the bolt up ahead and adjust its Strength. Specifically, you want to loosen it until the platform with the Bounce Pad falls into place for your sack person.

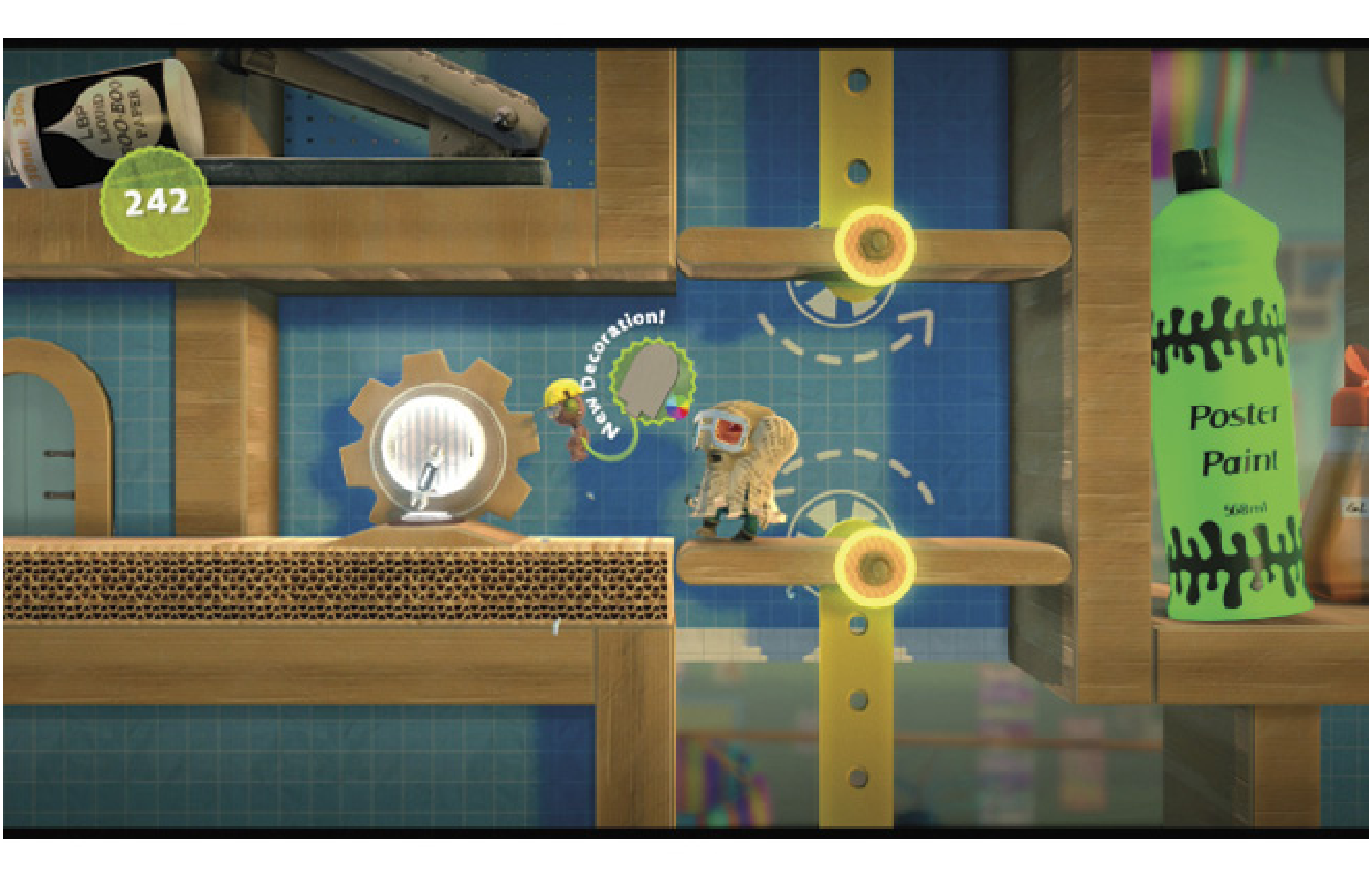
Now, use the Bounce Pads to maneuver your little sack person upward to the next platform. If you want to reach that incredibly tempting Prize Bubble way up there in the air, jump as high as you can. Your sack person's reward for popping that bubble is the **Cowboy Hat Object**. Yeehaw!

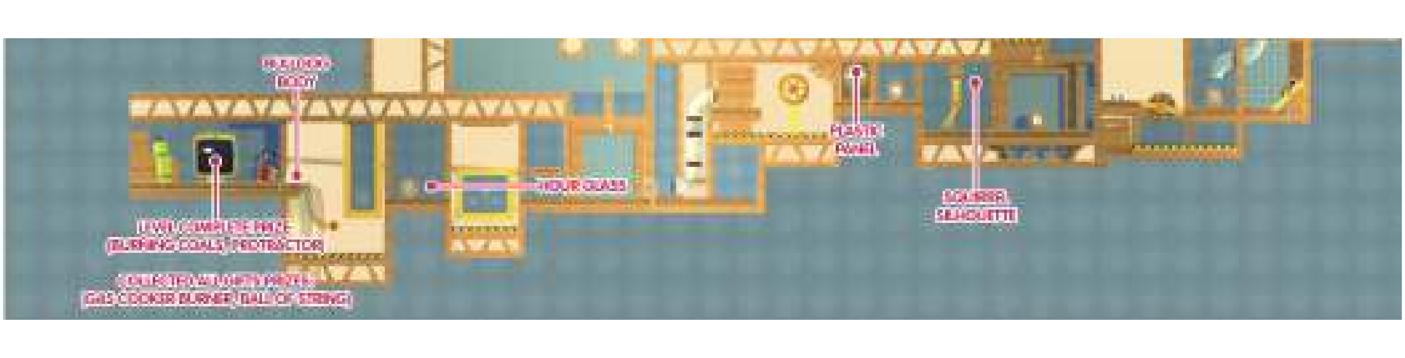

150
New Object!

Catch up with Larry Da Vinci to continue your lessons. There are a couple of Prize Bubbles here for your sack person to grab. You just need to loosen some bolts here and there to make them all within reach.


192
New Decoration!
Poster Paint

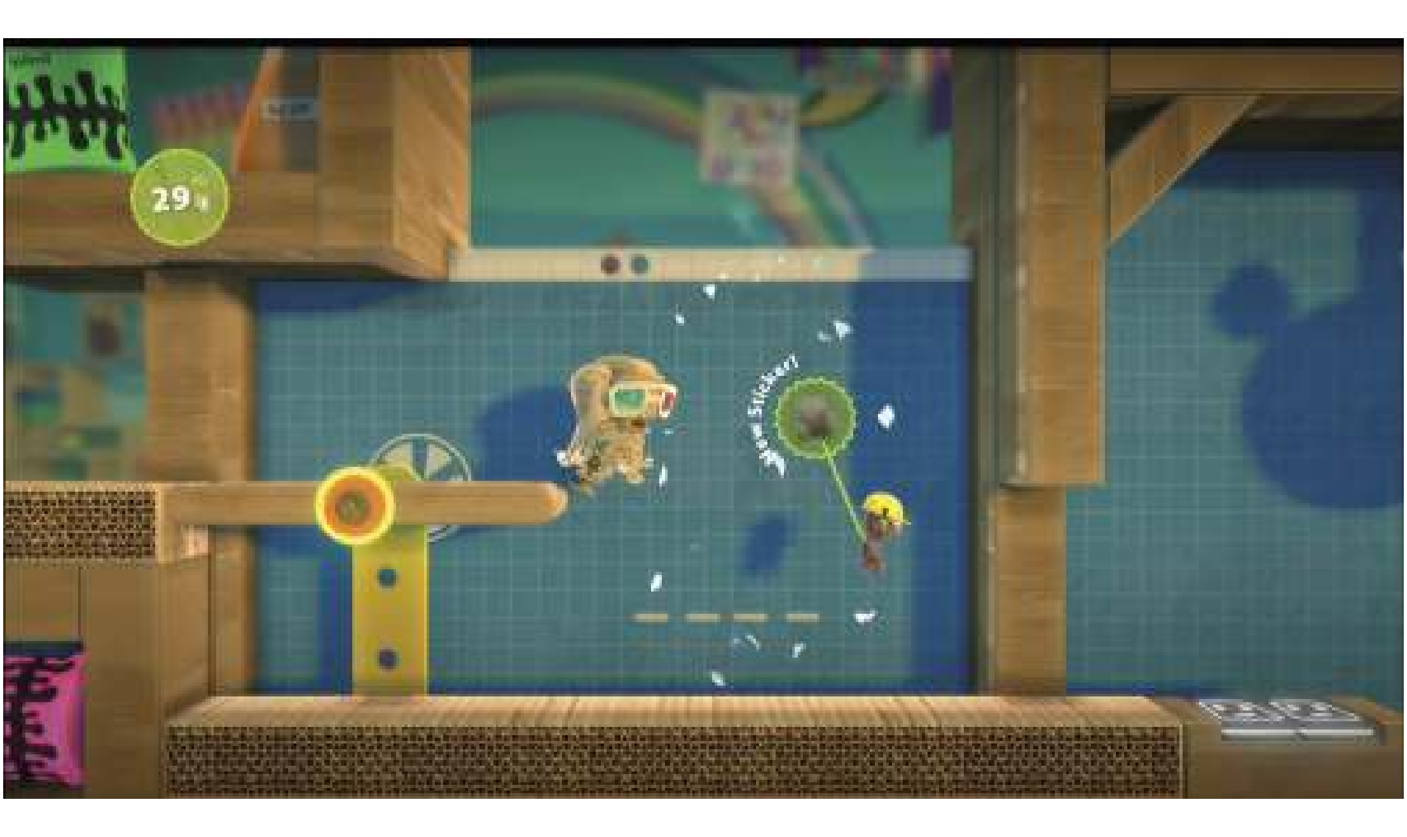

Bolt
Strength
STRENGTH
3%
AUDIO
Poster Paint


242
New Decoration!
Poster Paint

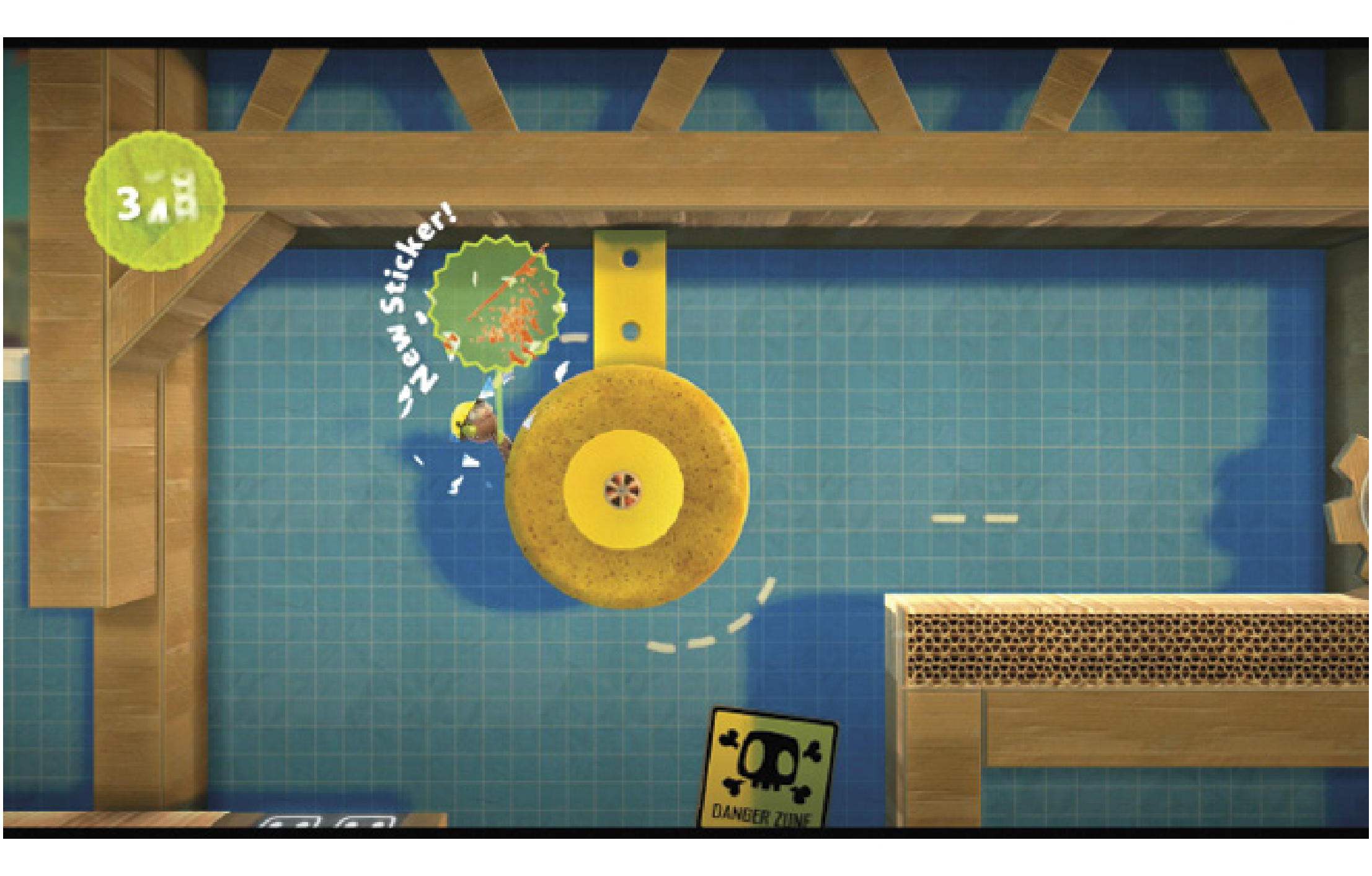

BULLDOG BODY
LEVEL COMPLETE PRIZE (BURNING COALS, PROTRACTOR)
COLLECTED ALL GIFTS PRIZES (GAS COOKER BURNER, BALL OF STRING)
HOUR GLASS
PLASTIC PANEL
SQUIRREL SILHOUETTE

Burst the Prize Bubbles to receive the **Wooden Tongue Piece 1 Decoration** and **Wooden Tongue Piece 2 Decoration**.

Loosen the bolt for the lower platform to drop both your sack person and Larry Da Vinci downward. Now, for the platform up ahead (to the right), you want to do exactly the opposite if you're looking to grab that Prize Bubble hanging there. Use your Popit Cursor to select the platform's bolt, and then tighten it so your sack person can safely step on it without falling. Use it to jump through the Prize Bubble and collect the **Black Smudge Sticker**.

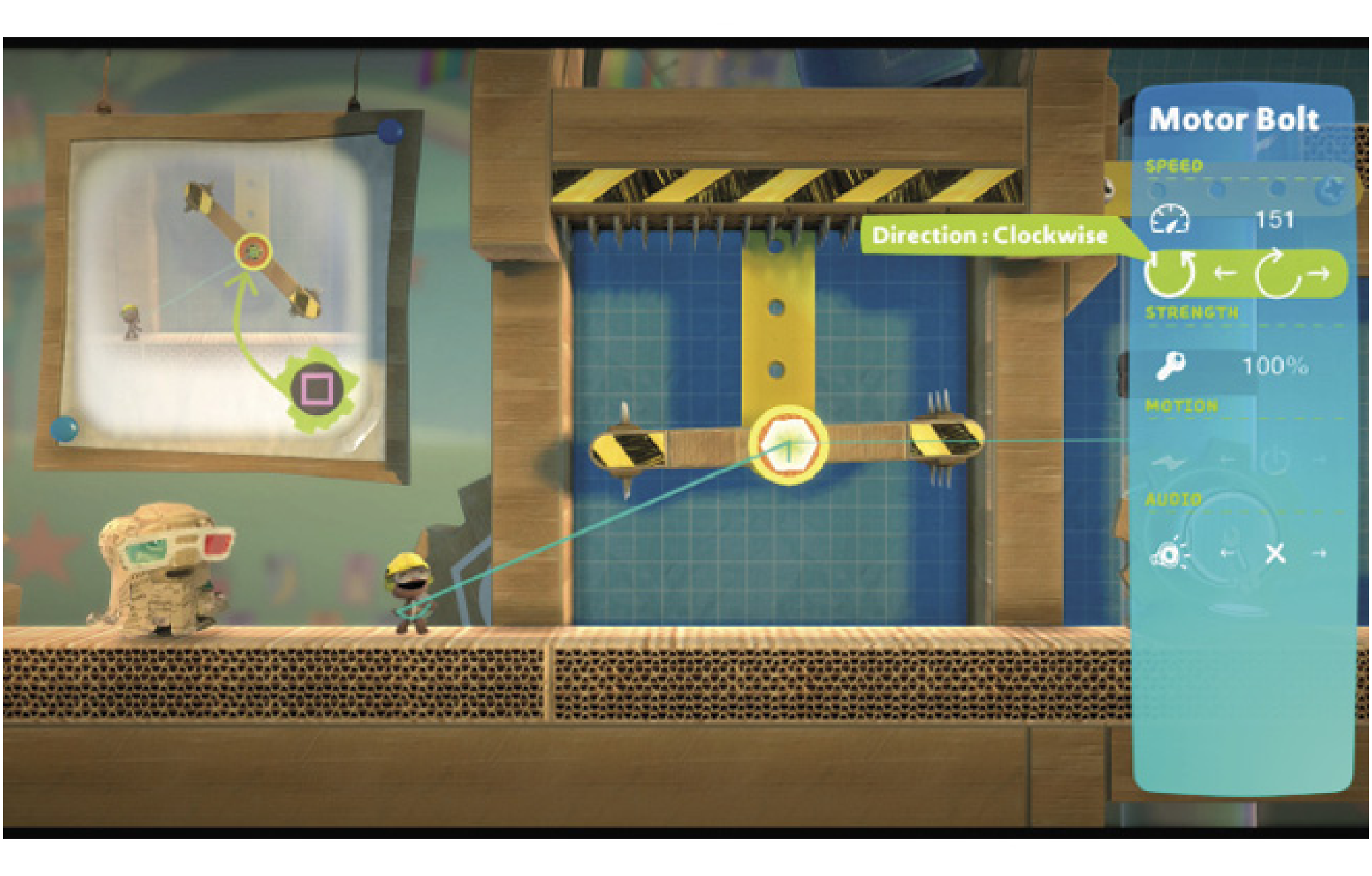

New Sticker!

Now, follow Larry Da Vinci. He shows you how to leap off the Bounce Pad and grab hold of that rotating sponge (R1) with true grace. Make sure you spin around the rotating sponge once to collect the **Edge Paint Scuff Sticker**.


New Sticker!
DANGER ZONE

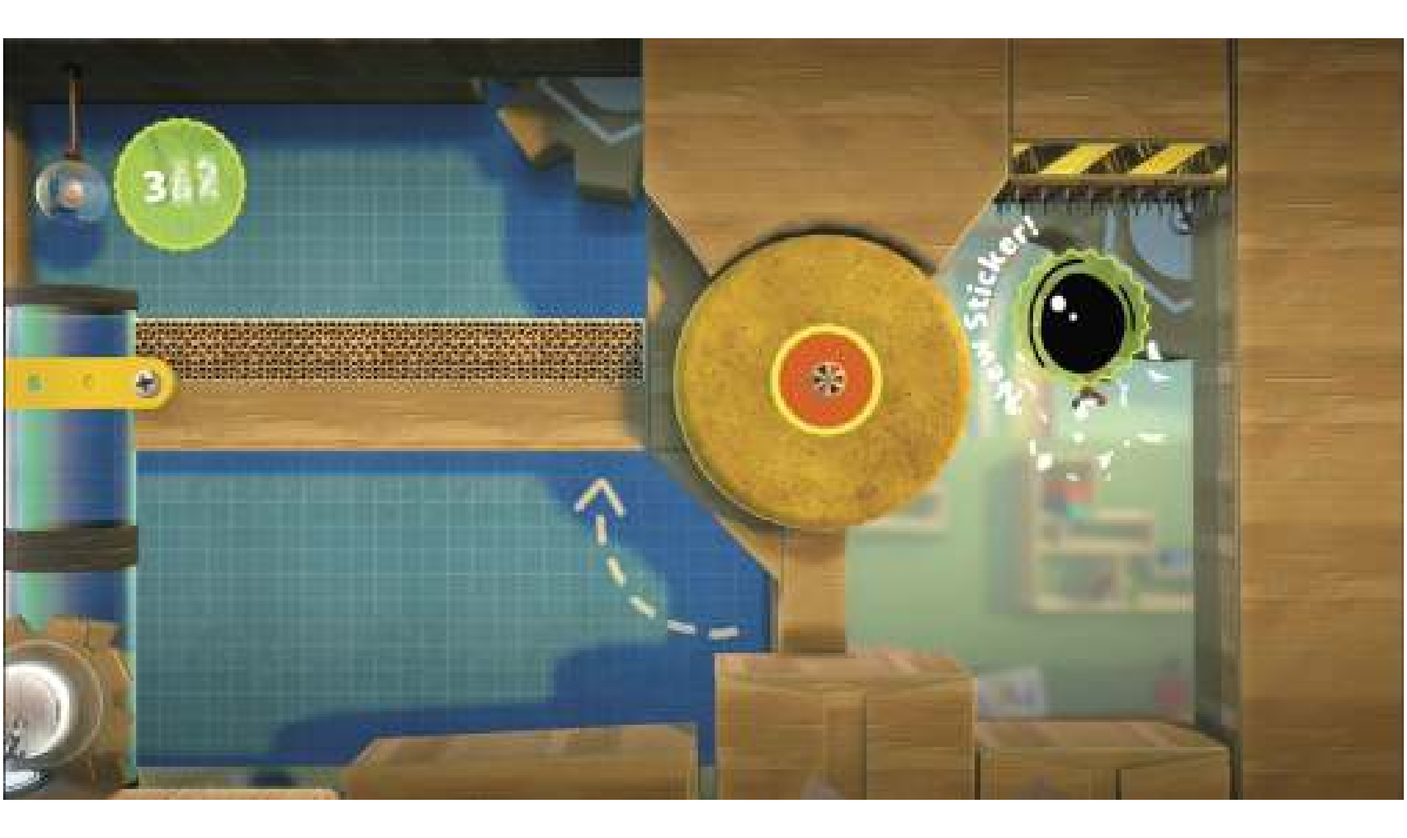
Bolts That Spin Around and Around

Motor Bolts are bolts that spin around, meaning that you can place them on a material to make it rotate. Select the bolt, and press ◼ to tweak the speed and direction of its rotation. Try not to get too dizzy.

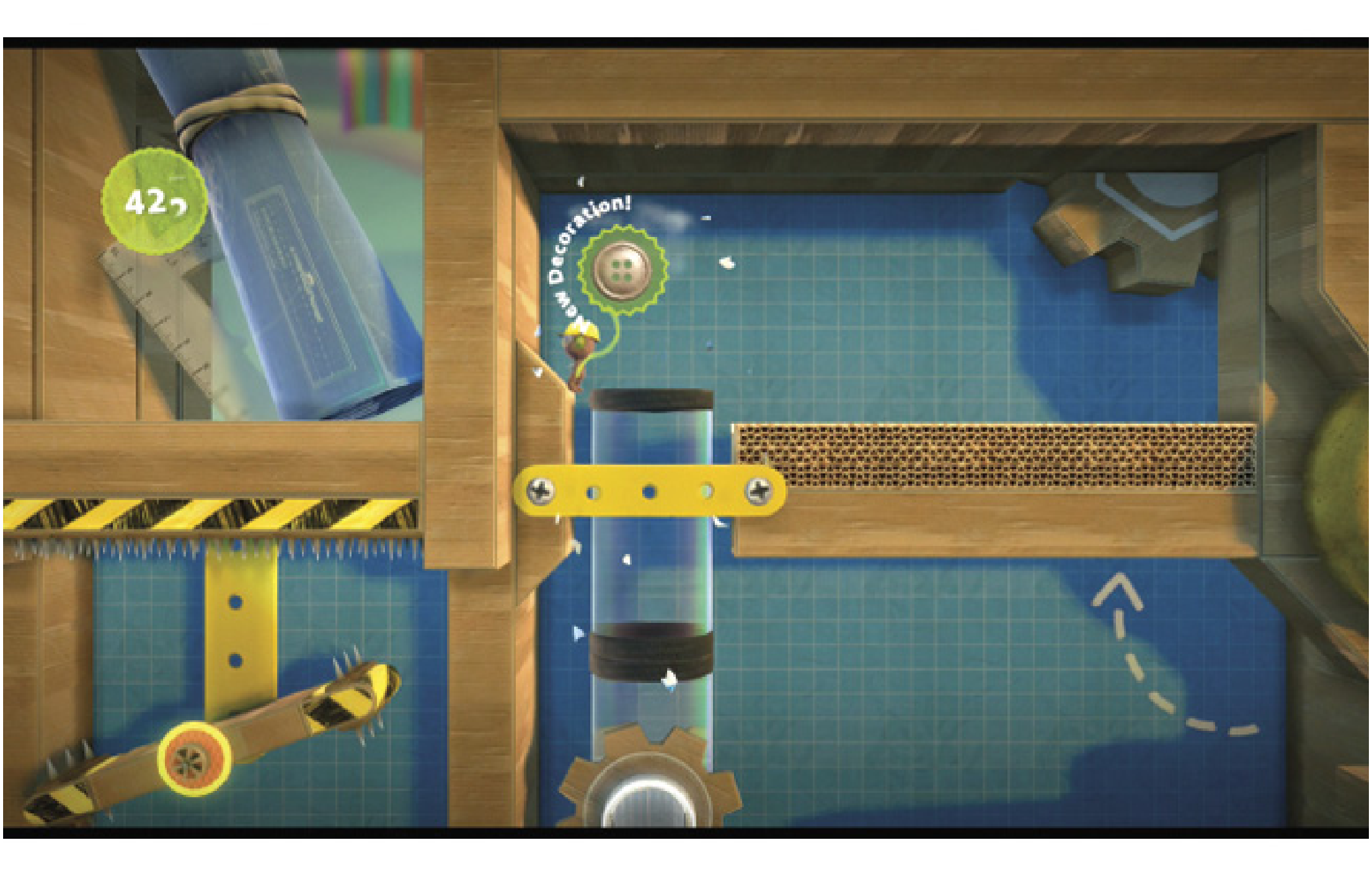

Motor Bolt
SPEED
151
Direction : Clockwise
STRENGTH
100%
MOTION
AUDIO

See that spinning platform up ahead? Go ahead and select its Motor Bolt with your Popit Cursor, and then play with its properties. Slow it down and change its direction for a better chance to get past it. When you're ready, move your sack person along the platform without letting them get hit by it.

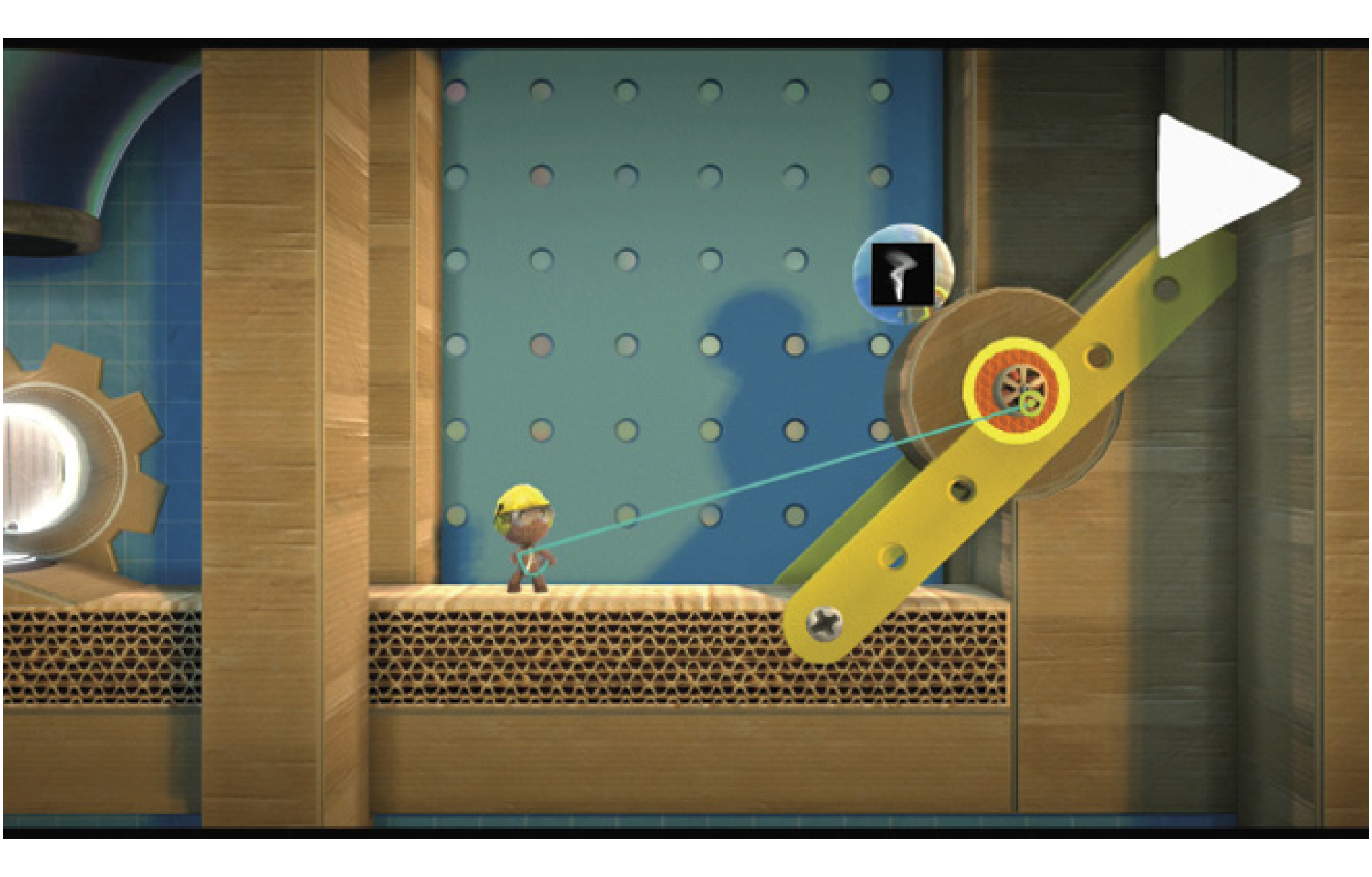
For the next big rotating sponge, you must speed up the Motor Bolt and change its direction so your sack person can swing off of it to pop the **Pumpkin Eye Sticker** Prize Bubble.

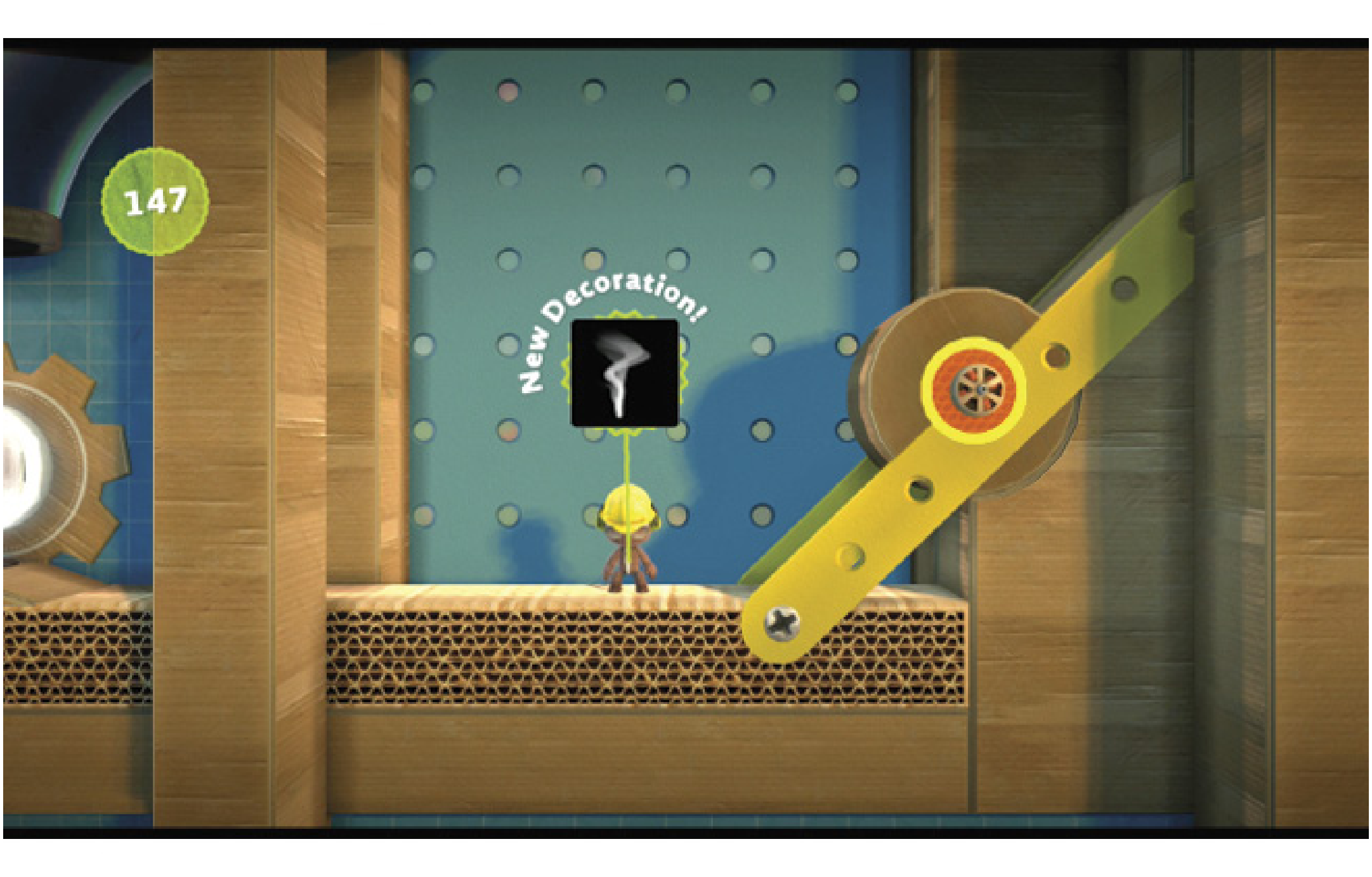

New Sticker!

Next, turn that same bolt the other way and speed it up to launch your sack person up onto the platform to its left. Jump for that Prize Bubble to collect the **Brown Button Decoration**, then slide down the tube.

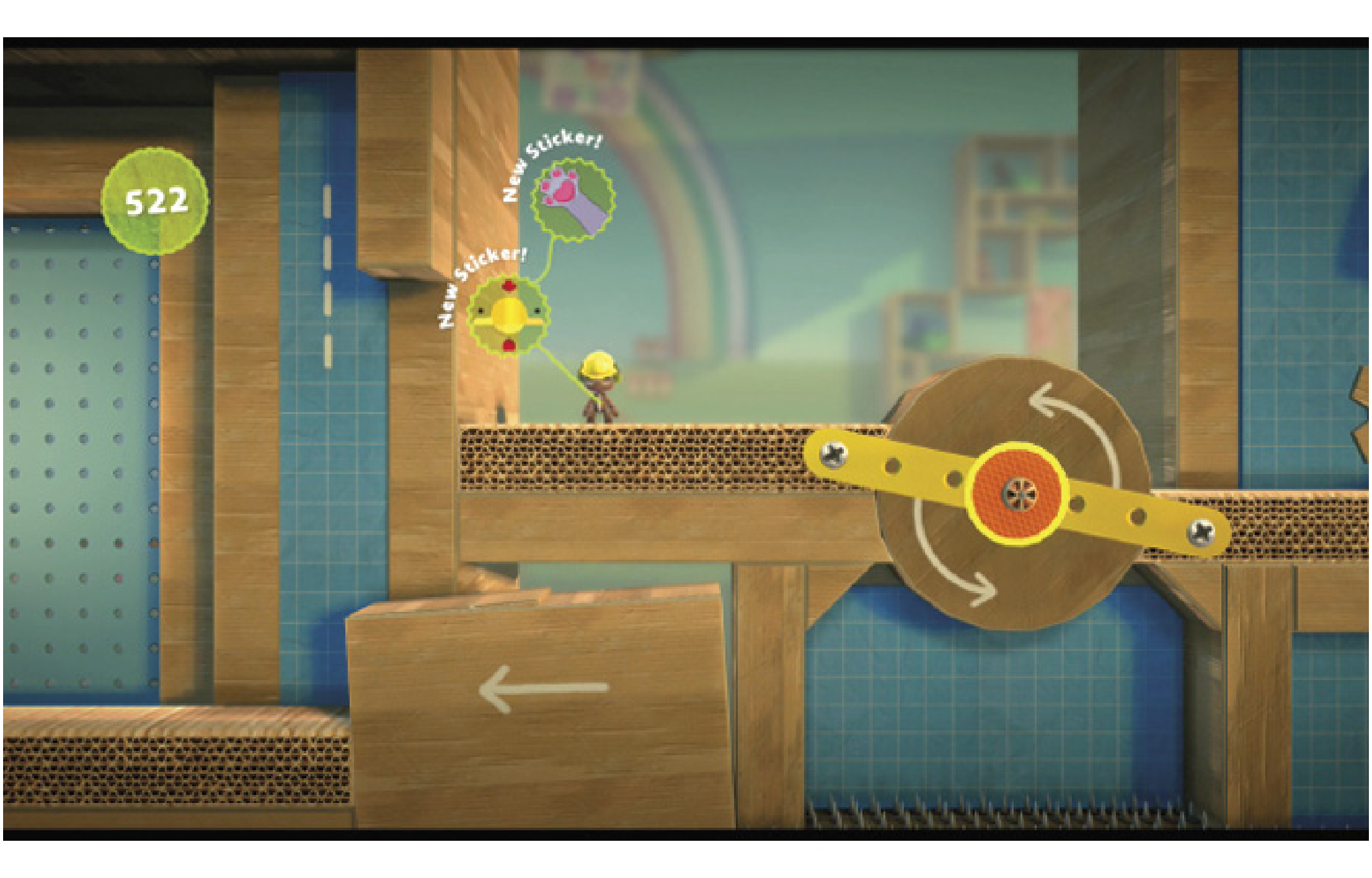

New Decoration!

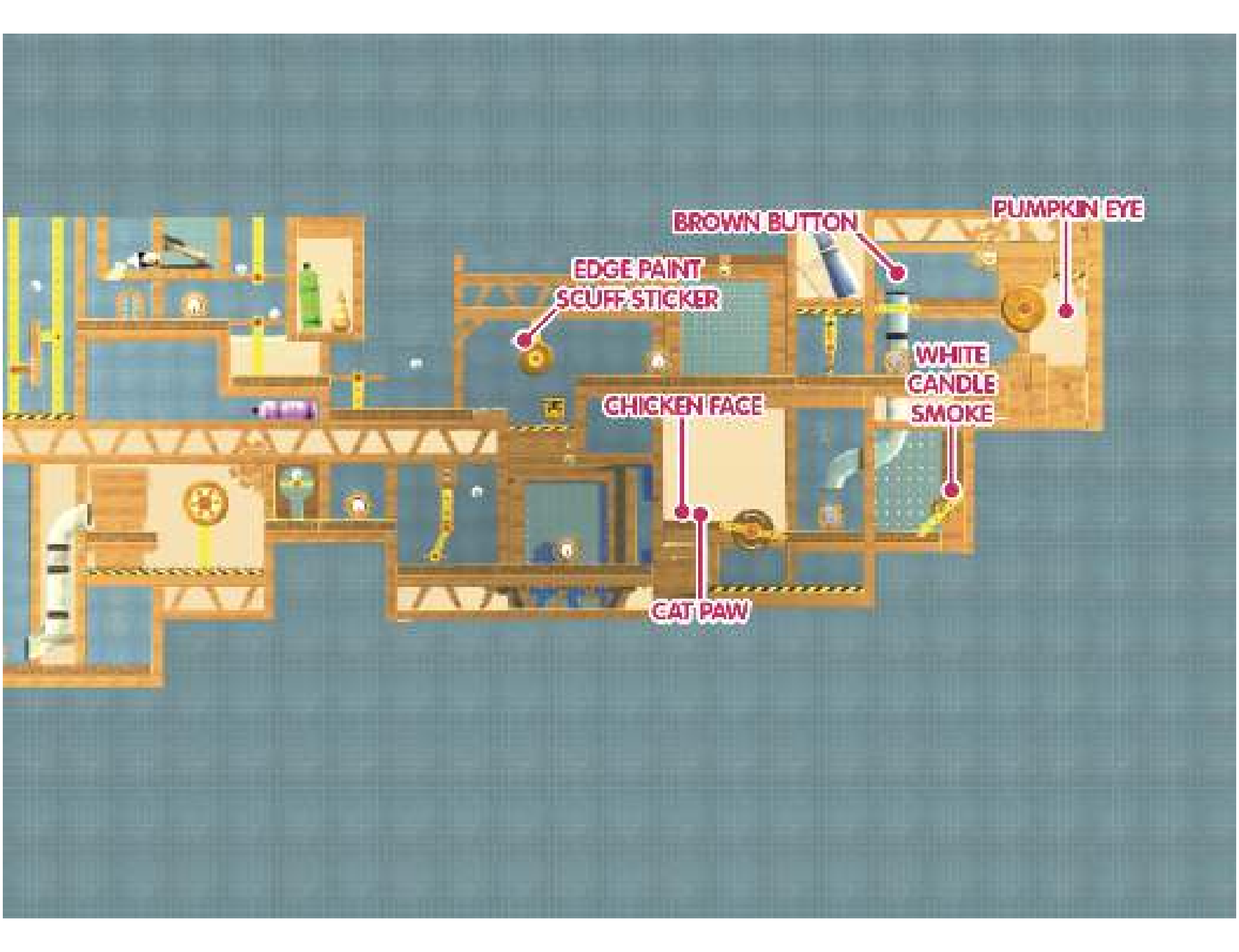
Now, before you carry on to the next part of the main adventure, doddle over to the right to find a hidden Prize Bubble. Your sack person can't get a good grip on wood the way they can on sponge. Therefore, your best bet here is to use your Popit Cursor to select the Motor Bolt and then press ◼ to adjust the speed, bringing the bubble to your sack person. Inside is a **White Candle Smoke Sticker** for your efforts.




147
New Decoration!

Head to the left now to carry on with your lesson. Now, your sack person faces yet another rotating contraption, but this time, it's a wooden wheel that you must slow down. Change its direction while you're at it, and your sack person can ride it directly over to the Prize Bubbles for the **Cat Paw Sticker** and **Chicken Face Sticker**.


522
New Sticker!
New Sticker!


BROWN BUTTON
PUMPKIN EYE
EDGE PAINT SCUFF STICKER
WHITE CANDLE SMOKE
CHICKEN FACE
CAT PAW

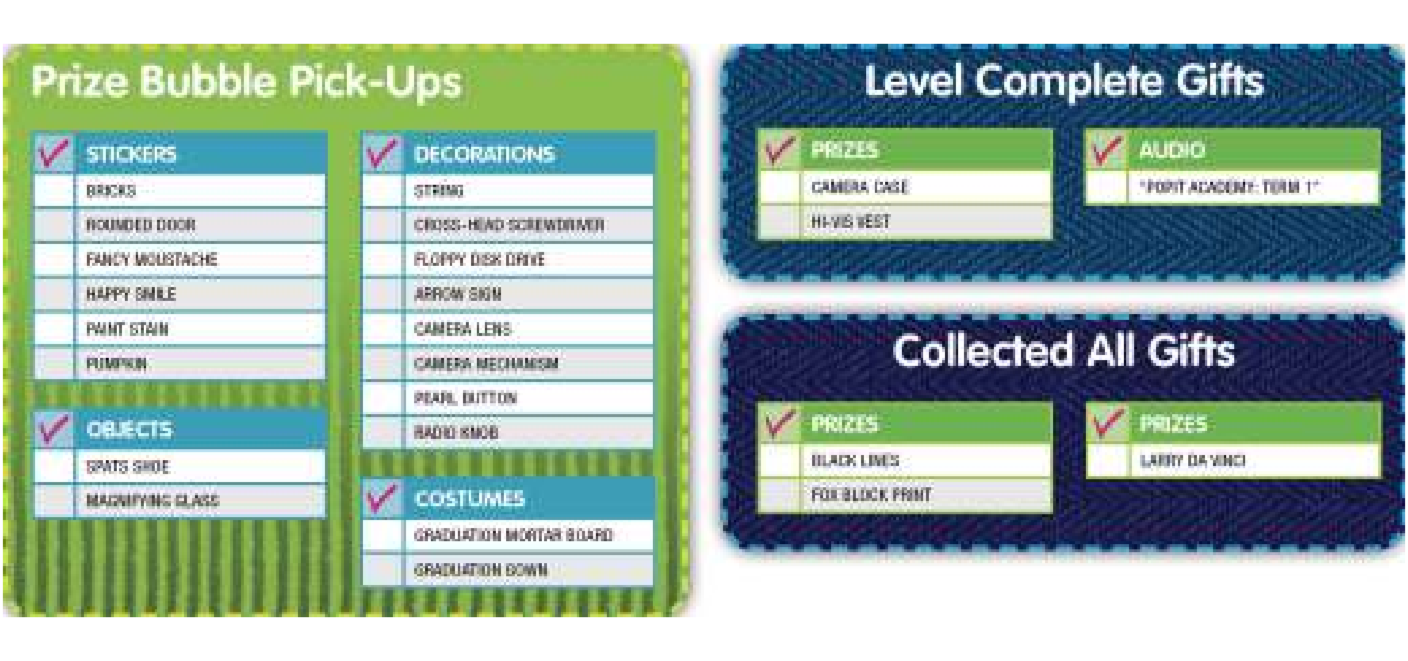
Bolts That Go Back and Forth

Wobble Bolts go back and forth, so you can wobble a platform from one side to another or make a sponge rotate from side to side rather than all the way around. It doesn't have to be as wobbly as the name implies; you can make the wobble as fast or slow as you like. Select the bolt and

LittleBIGPlanet3

Welcome to the Popit Academy

Connectors



Prize Bubble Pick-Ups

✓	STICKERS
☐	BRICKS
☐	ROUNDED DOOR
☐	FANCY MOUSTACHE
☐	HAPPY SMILE
☐	PAINT STAIN
☐	PUMPKIN

✓	OBJECTS
☐	SPATS SHOE
☐	MAGNIFYING GLASS

✓	DECORATIONS
☐	STRING
☐	CROSS-HEAD SCREWDRIVER
☐	FLOPPY DISK DRIVE
☐	ARROW SIGN
☐	CAMERA LENS
☐	CAMERA MECHANISM
☐	PEARL BUTTON
☐	RADIO KNOB

✓	COSTUMES
☐	GRADUATION MORTAR BOARD
☐	GRADUATION GOWN

Level Complete Gifts

✓	PRIZES
☐	CAMERA CASE
☐	HI-VIS VEST

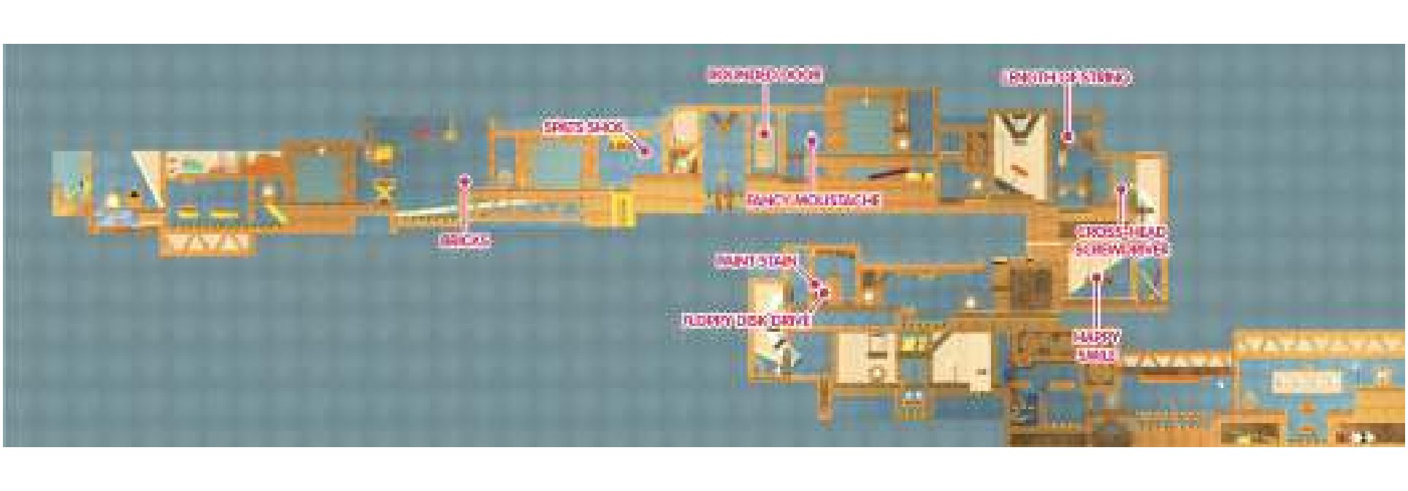
✓	AUDIO
☐	"POPIT ACADEMY: TERM 1"

Collected All Gifts

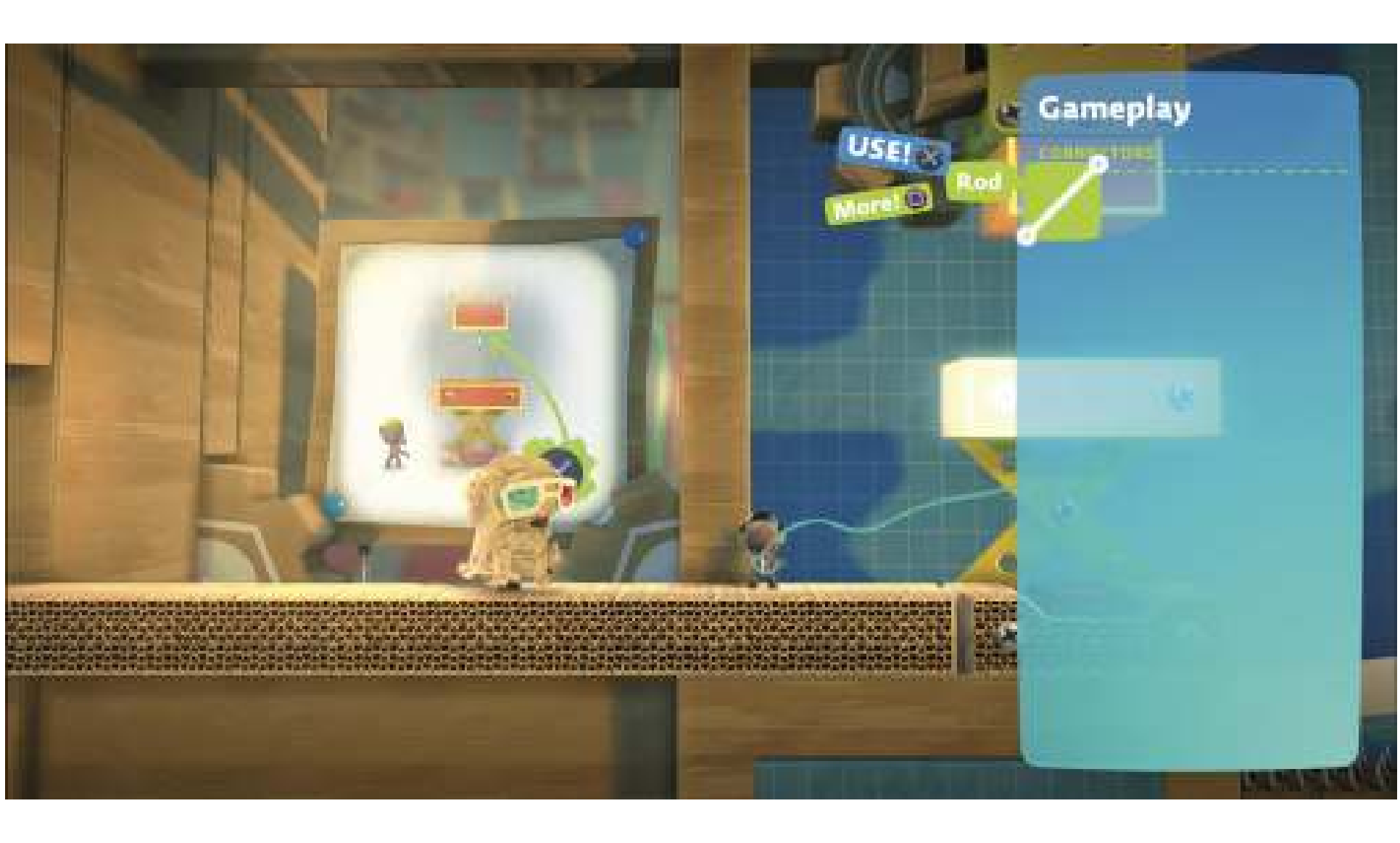
✓	PRIZES
☐	BLACK LINES
☐	FOX BLOCK PRINT

✓	PRIZES
☐	LARRY DA VINCI

Sometimes it's fun to connect things to each other in order to adjust them. For instance, you might attach a rod between two materials, and then shorten the rod so the materials snuggle up closer together. You can also have things dangling from strings, bouncing on springs, or snapping from elastic. Simply select one of these types of Connectors from the Tools bag, and place it in your level. You can then press ■ to tweak its properties (such as its length) and see what happens.

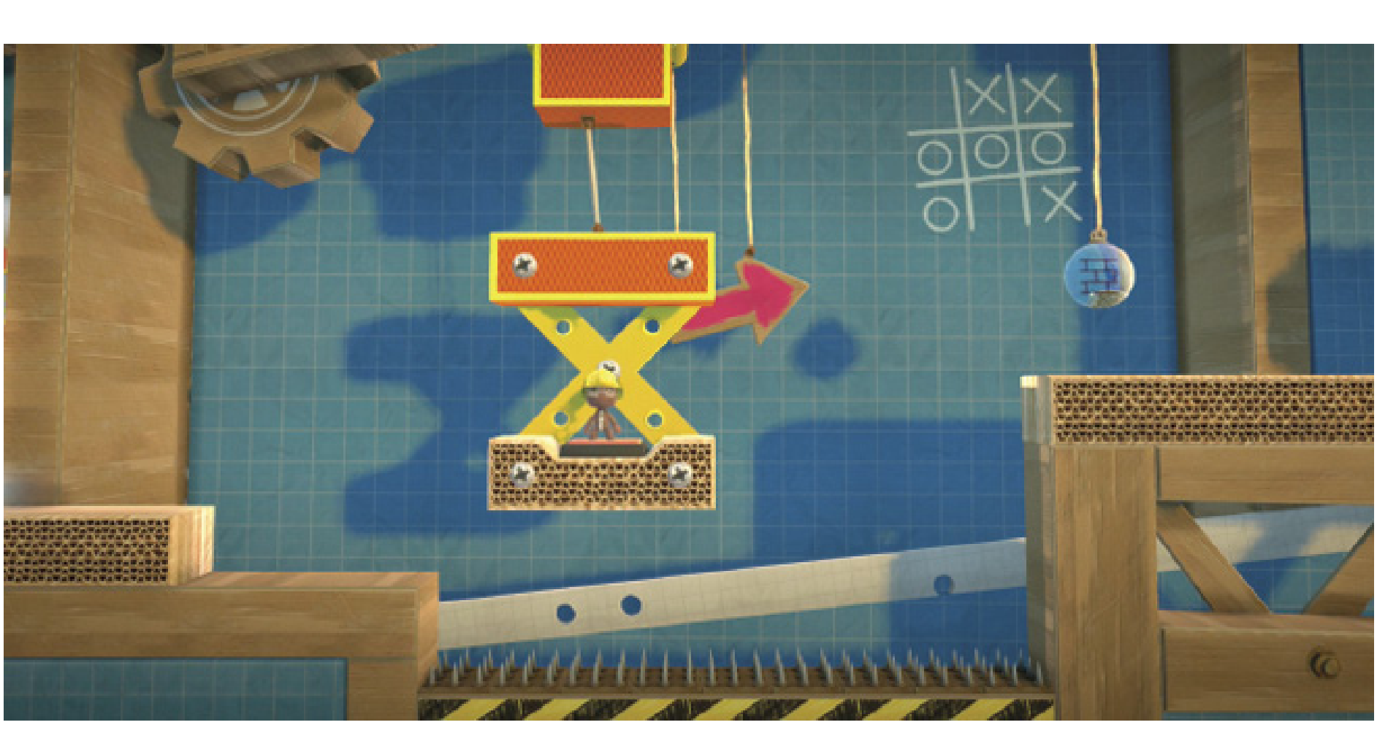

ROUNDED DOOR
LENGTH OF STRING
SPATS SHOE
FANCY MOUSTACHE
BRICKS
CROSS-HEAD SCREWDRIVER
PAINT STAIN
FLOPPY DISK DRIVE
HAPPY SMILE

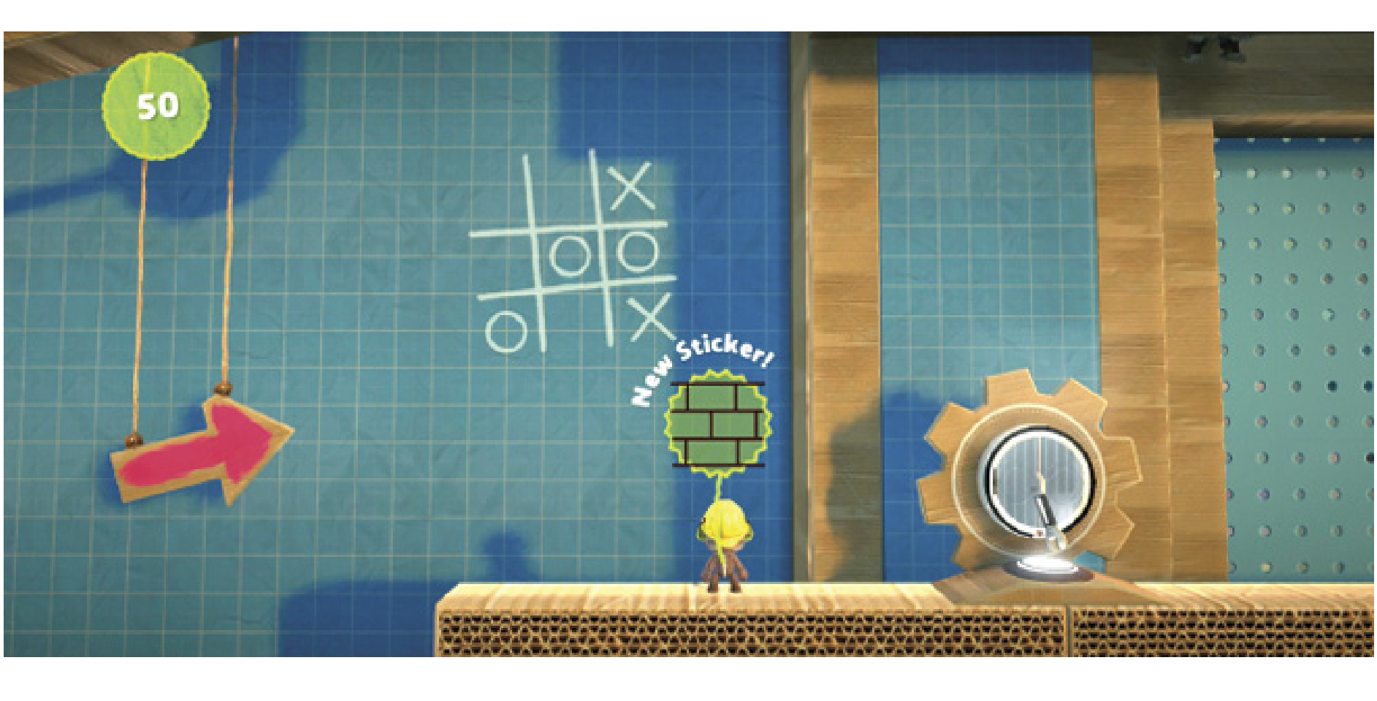
Follow Larry Da Vinci to start learning about Connectors, beginning with the good old-fashioned rod. Press ■ or the touch pad button to open your Popit Menu, and then select your Tools bag. Here, you can find the rod... press ✖ to equip it.


Gameplay
CONNECTORS
USE!
More!
Rod

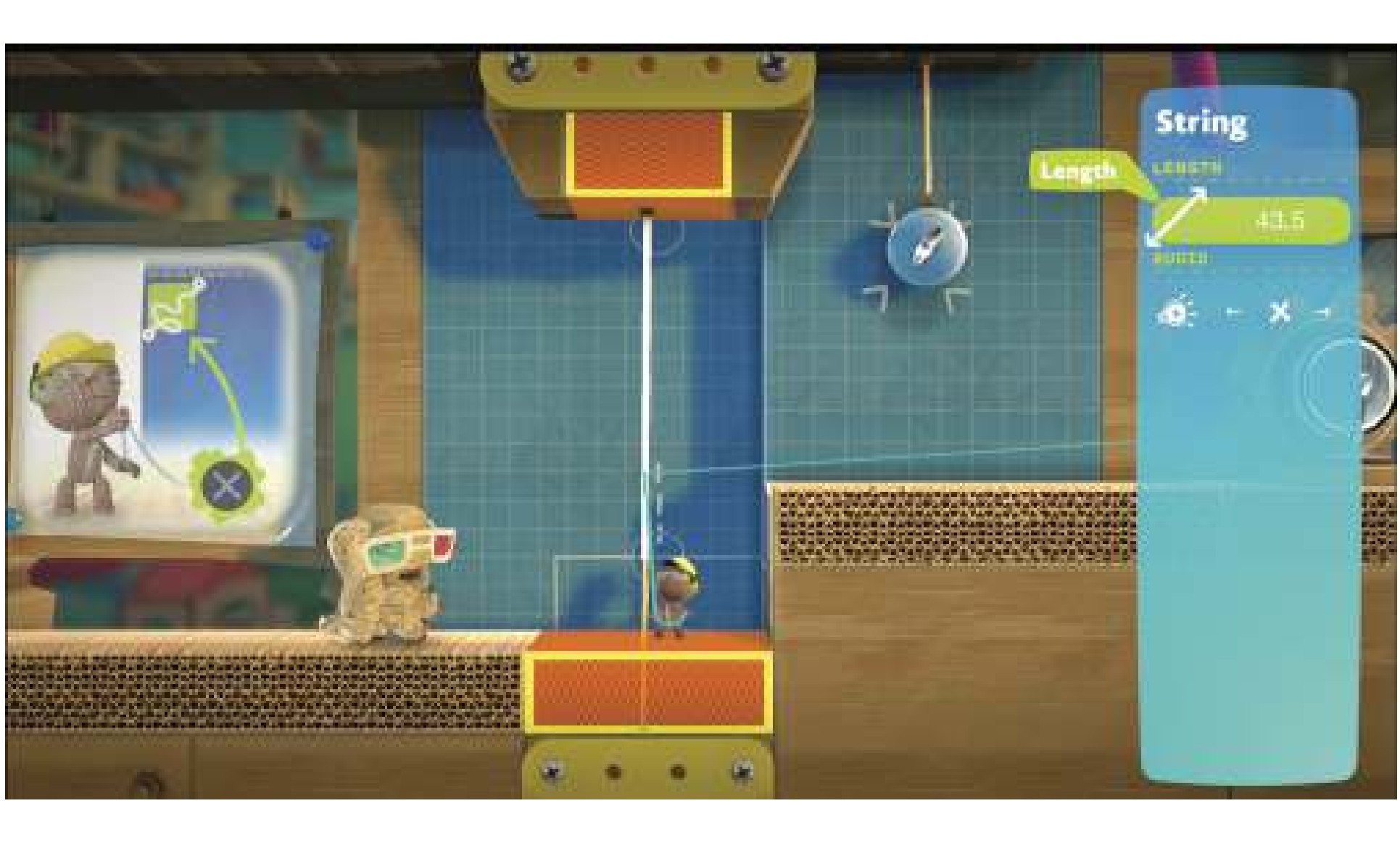
Now you can attach the rod to the two orange objects you see up ahead to connect them to each other. Highlight one of the object's walls, press ✖ to select it, and then select the other wall. It's as easy as that!

Your sack person can now jump aboard the red button to launch the little gondola across the gap. Pop the Prize Bubble for the **Bricks Sticker** as your sack person jumps onto the platform on the right.

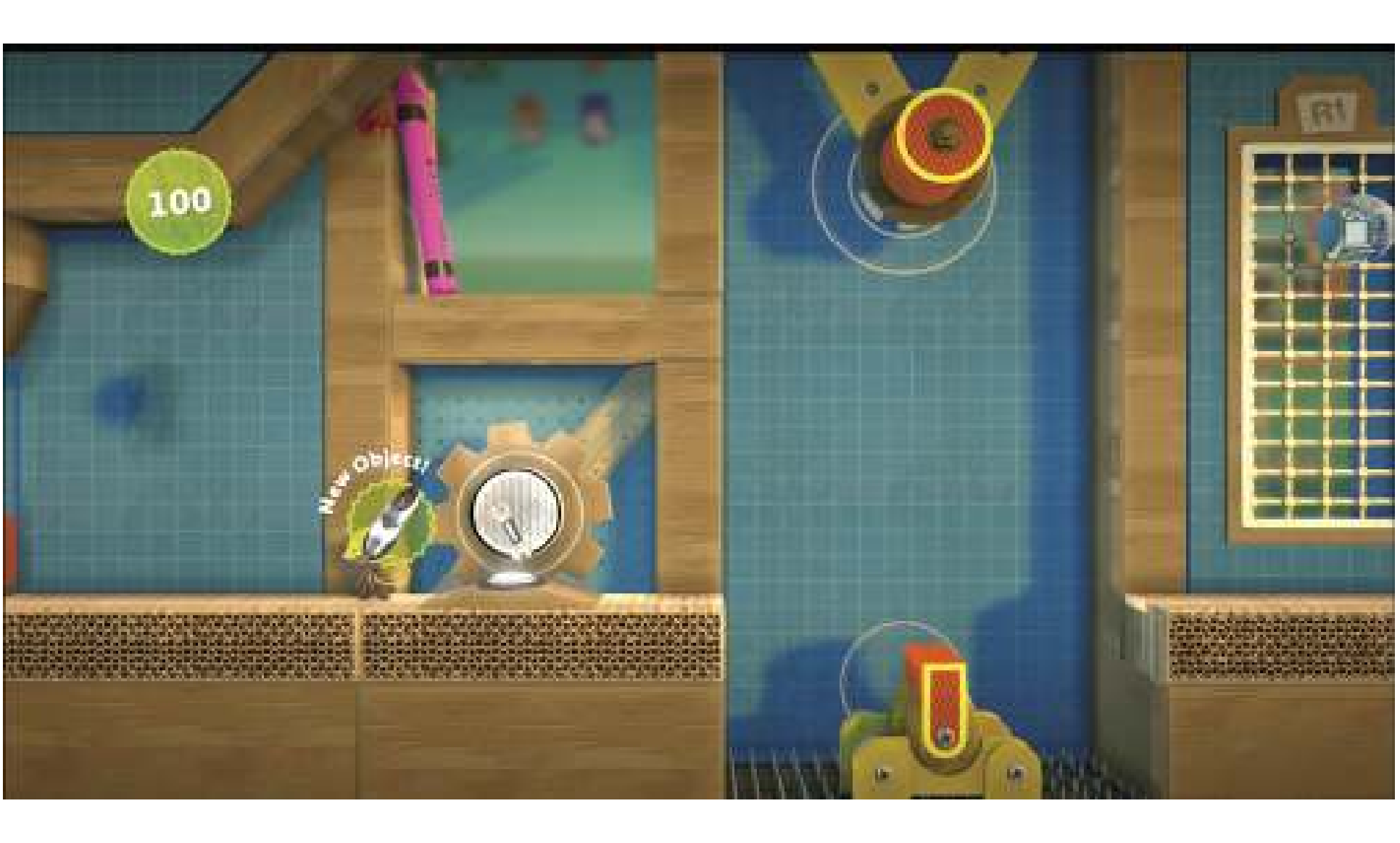



50
New Sticker!

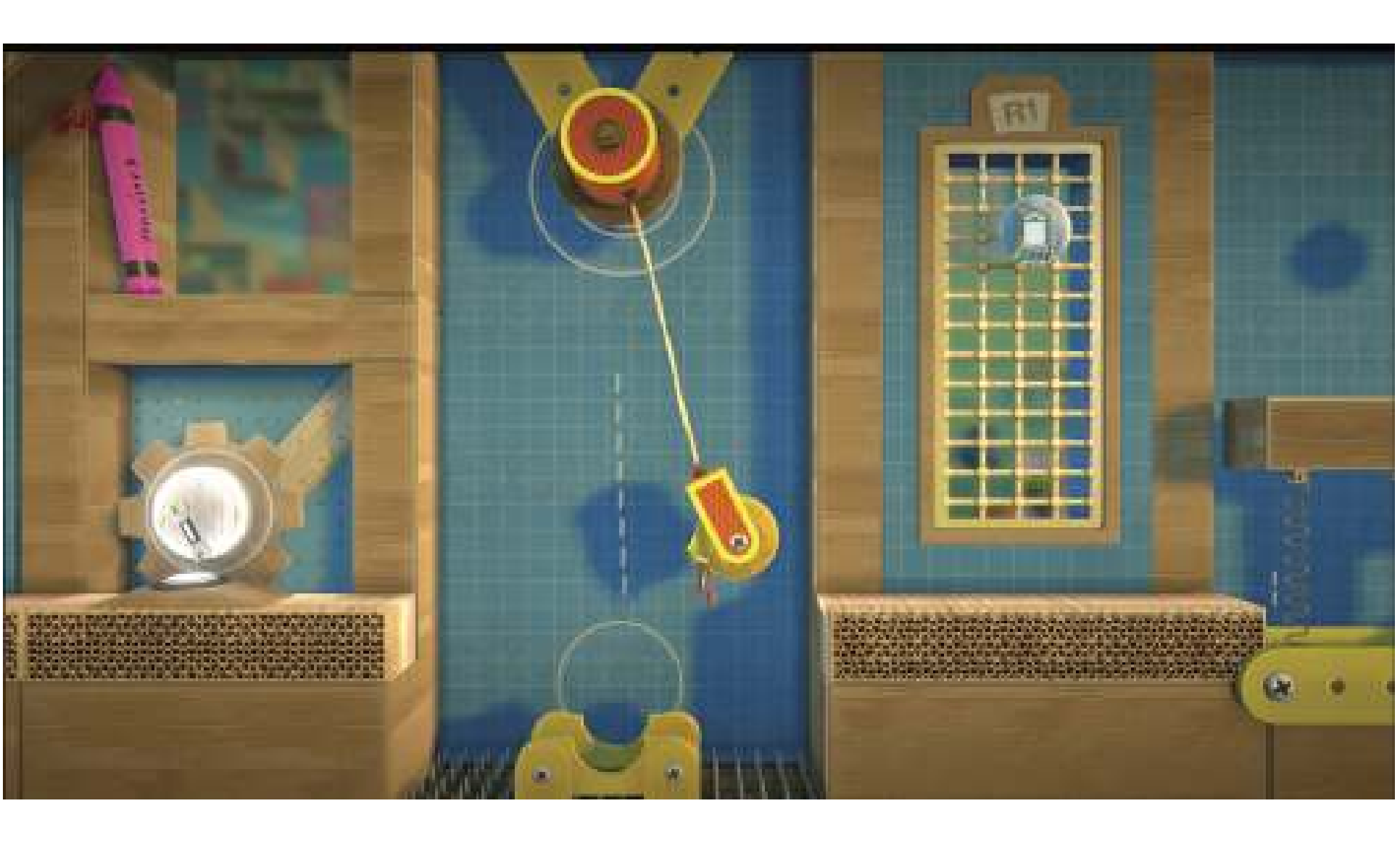
The next item your sack person can get their hands on is string. After passing through the next Popit Powerup with Larry Da Vinci, open up your Tools bag and select the string, then attach it to the two orange objects up ahead. But here's the trick: after your sack person jumps on the lower platform, select the string you have just placed there with your Popit Cursor, and then press ■ to tweak the string's properties.


String
Length
LENGTH
43.5
AUDIO

Shorten the string to draw your sack person upward so they can reach the platform on the right. Jump to pop the Prize Bubble for the **Spats Shoe Object** while you're at it.


100
New Object!
R1

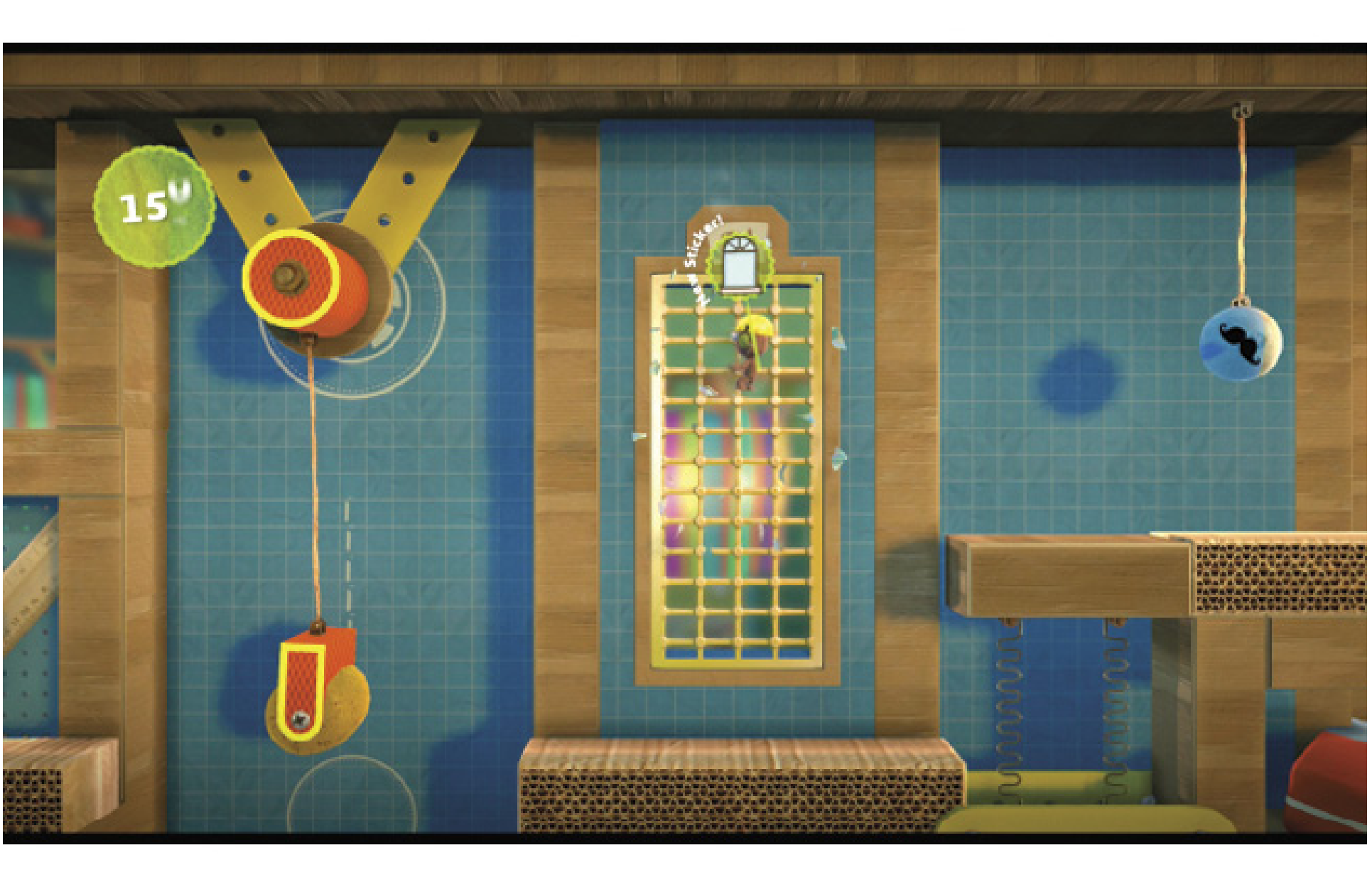
Repeat this for the objects up ahead, attaching string to them and shortening the string (this time, before your sack person jumps aboard). Shortening the string here pops the lower object out from where it's wedged, along with the sponge that your sack person can grab. Have your sack person jump with ✖ and latch on with R1 to swing across the gap to the platform on the right.



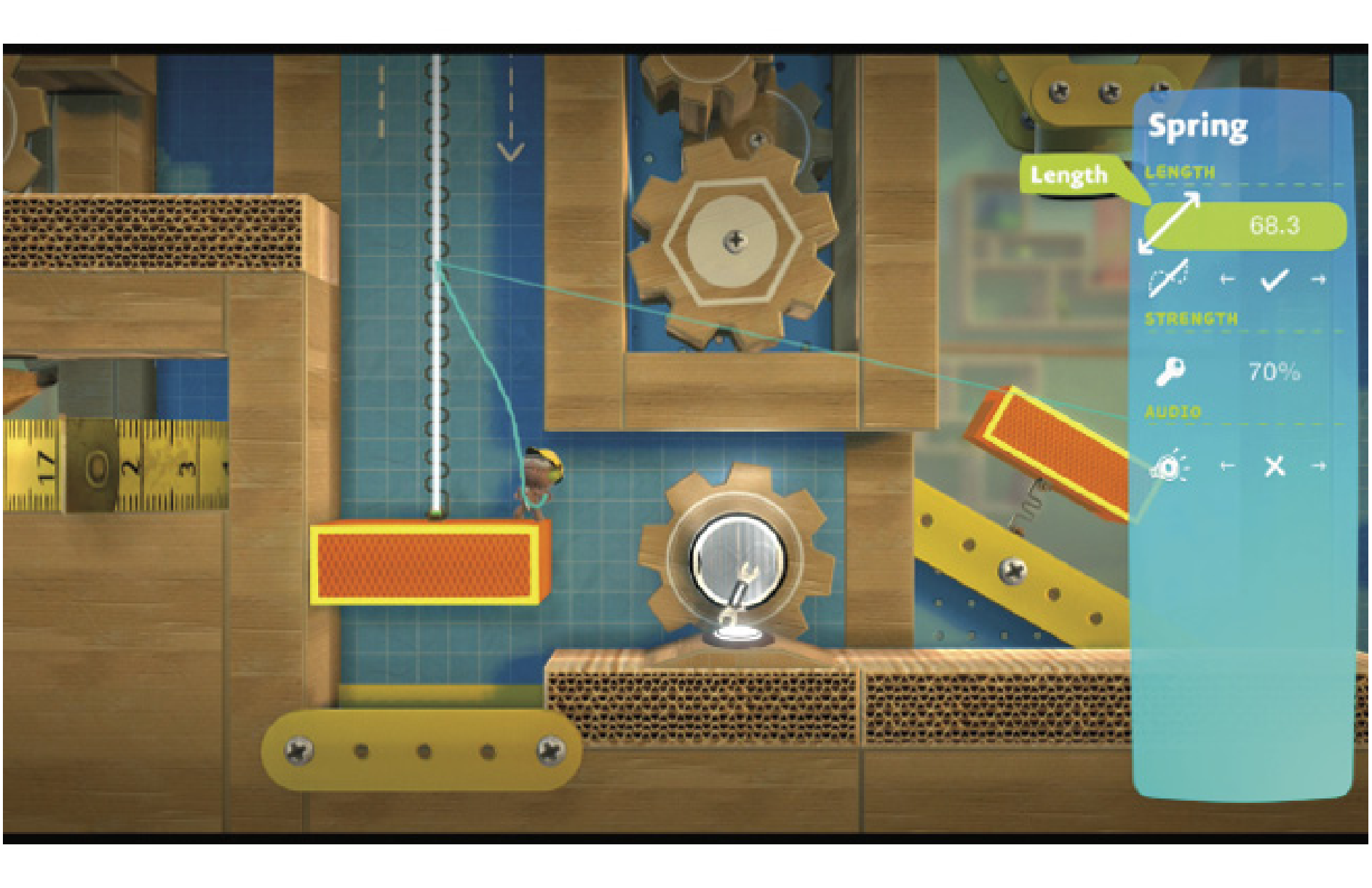
Climb the grates with R1 to reach the Prize Bubble for the **Rounded Door Sticker** at the top, then jump with ✖ onto the springy platform on the right. That's right—your next Connector is the spring.

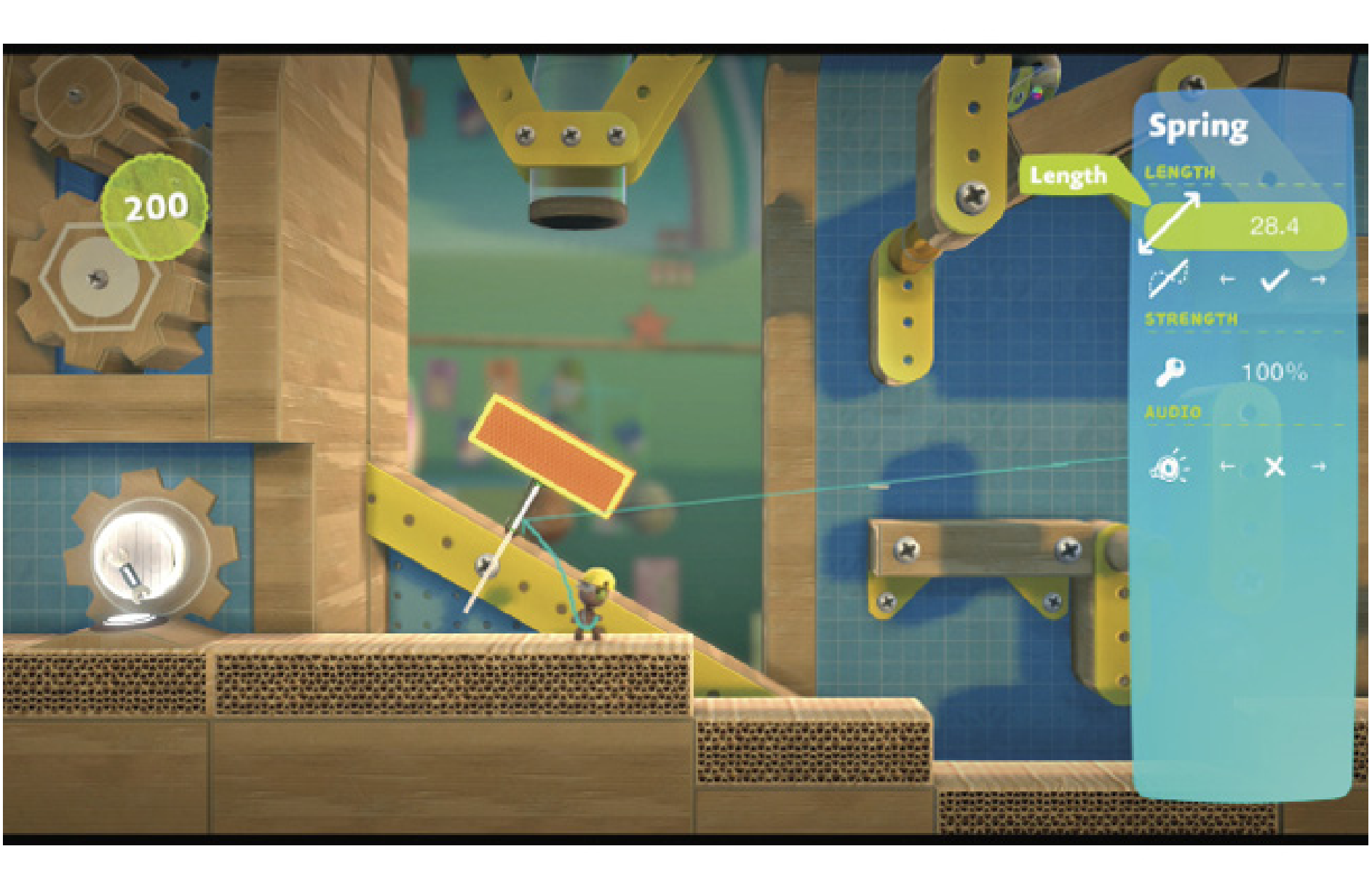
There's another Prize Bubble to jump for on the next platform. Hit it to collect the **Fancy Moustache Sticker**. Use the springs of the platform to get some momentum if your sack person can't reach it immediately.

Up ahead, move your sack person onto the platform, and select the spring holding it in place with your Popit Cursor. Now, adjust the length to lower the platform until your sack person can get out on the right-hand side.


150
New Sticker!

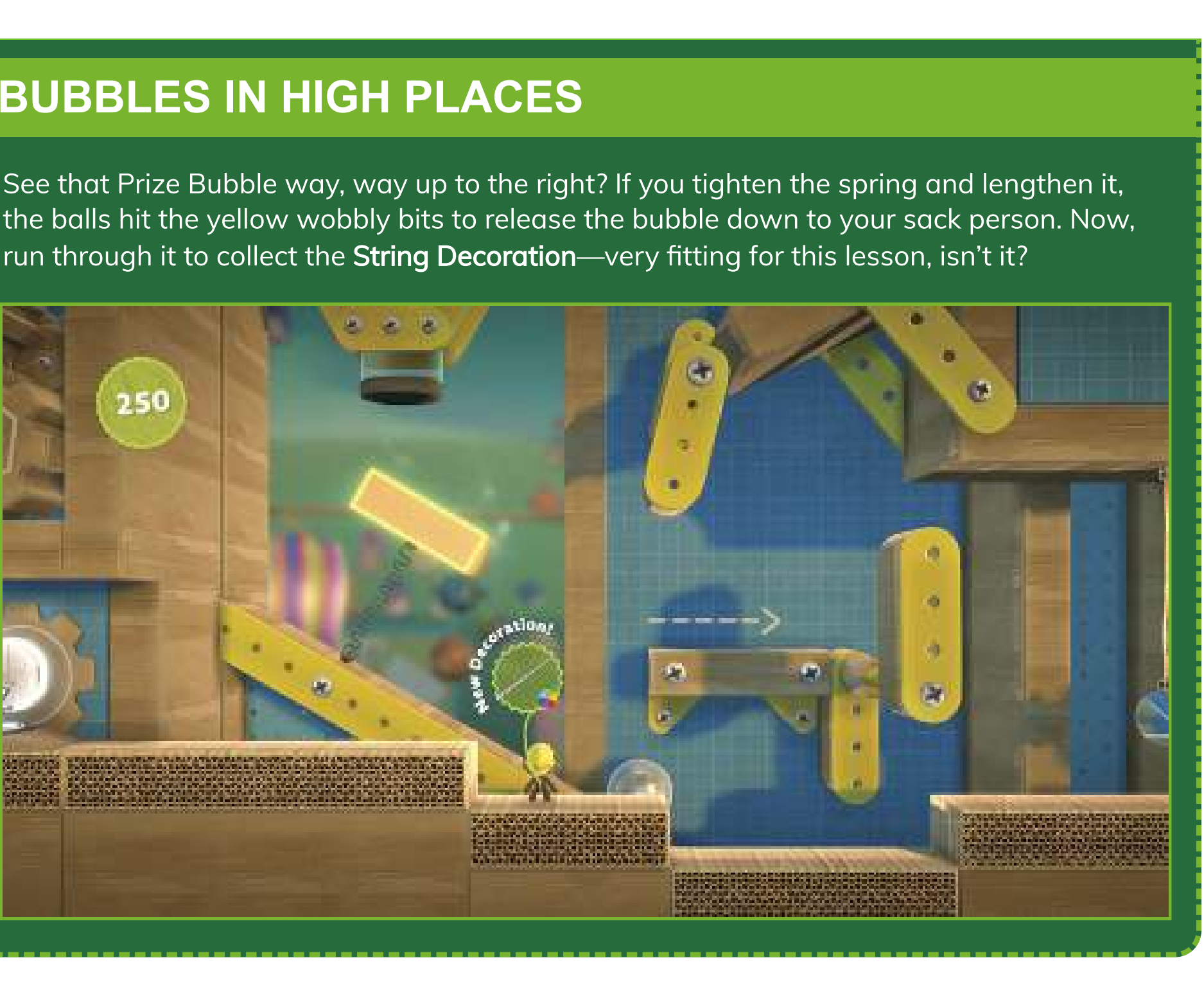
There's a whole lot going on in the next room, with an orange rectangle on a spring and heavy balls landing on it. Unfortunately, they're not really going anywhere, but never mind that: you can fix it. Select the spring with your Popit Cursor, and then press ■ to adjust its properties. Tighten it up to open up a path for your sack person.


Spring
Length
LENGTH
68.3
STRENGTH
70%
AUDIO

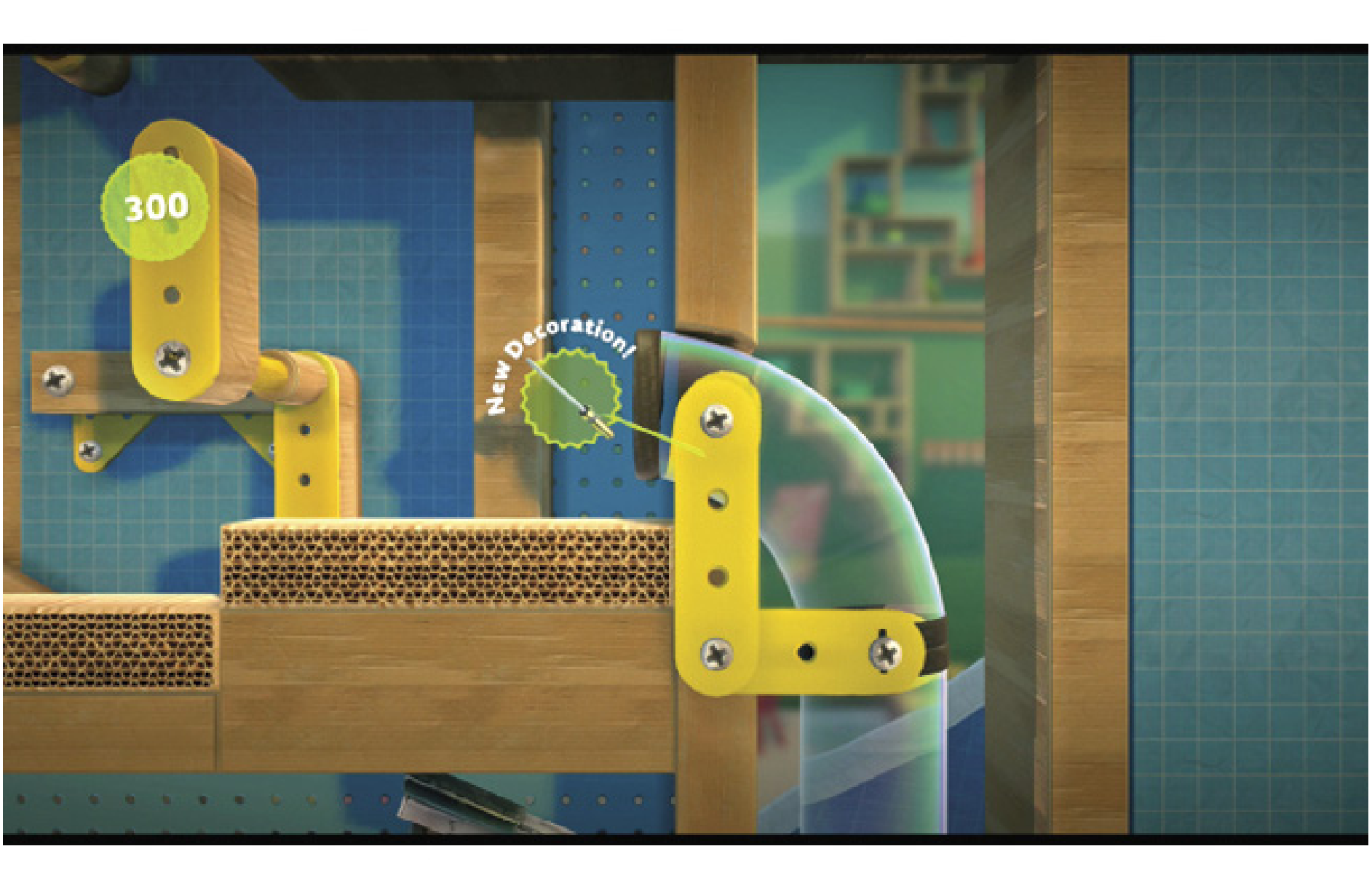

200
Spring
Length
LENGTH
28.4
STRENGTH
100%
AUDIO

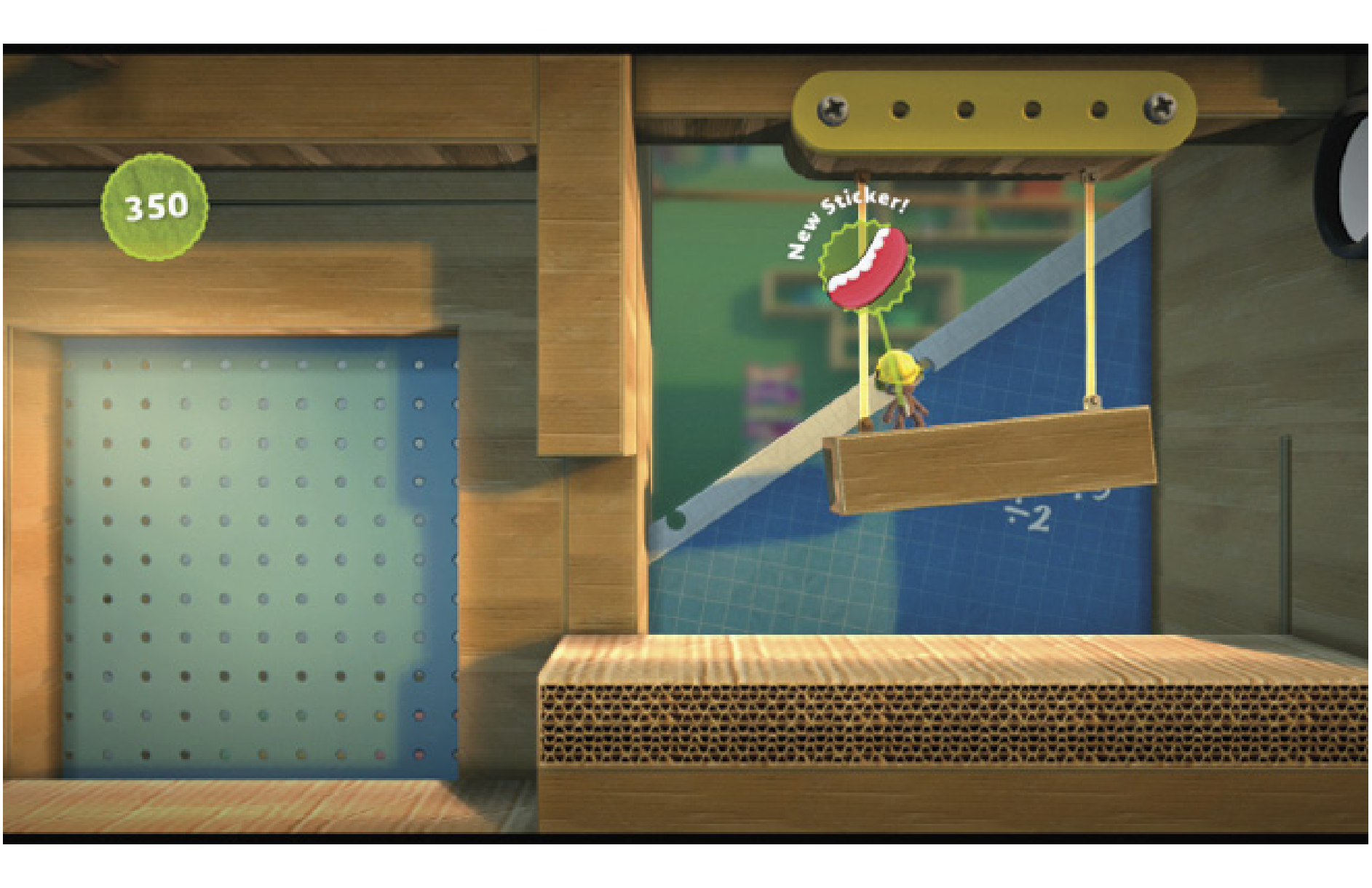
BUBBLES IN HIGH PLACES

See that Prize Bubble way, way up to the right? If you tighten the spring and lengthen it, the balls hit the yellow wobbly bits to release the bubble down to your sack person. Now, run through it to collect the **String Decoration**—very fitting for this lesson, isn't it?

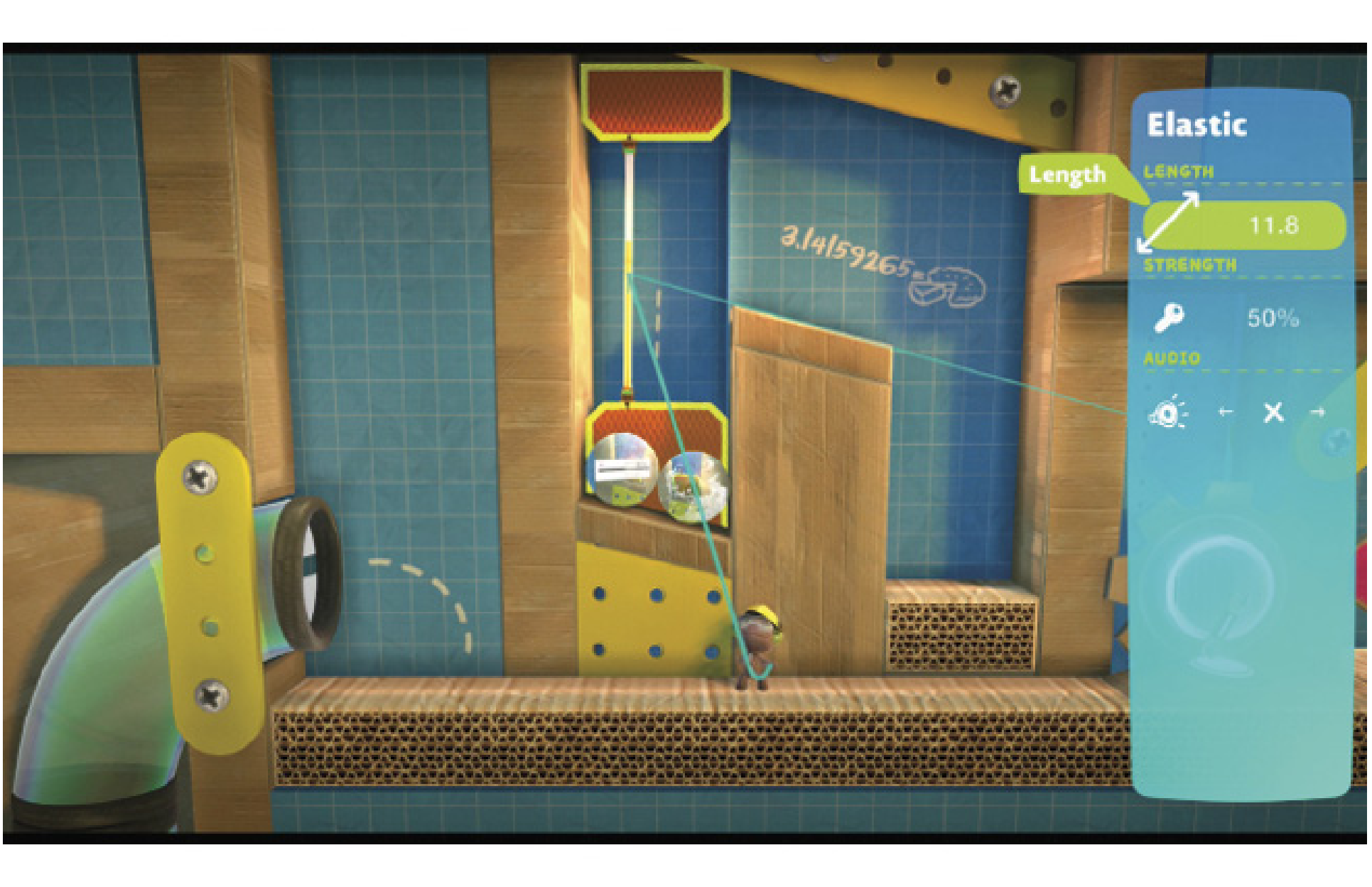

250
New Decoration!

There's another Prize Bubble ahead. Run through it to gather the **Cross-Head Screwdriver Decoration** on your way to the tube, and then slide directly down onto a swinging platform with another Prize Bubble. This one provides the **Happy Smile Sticker**.

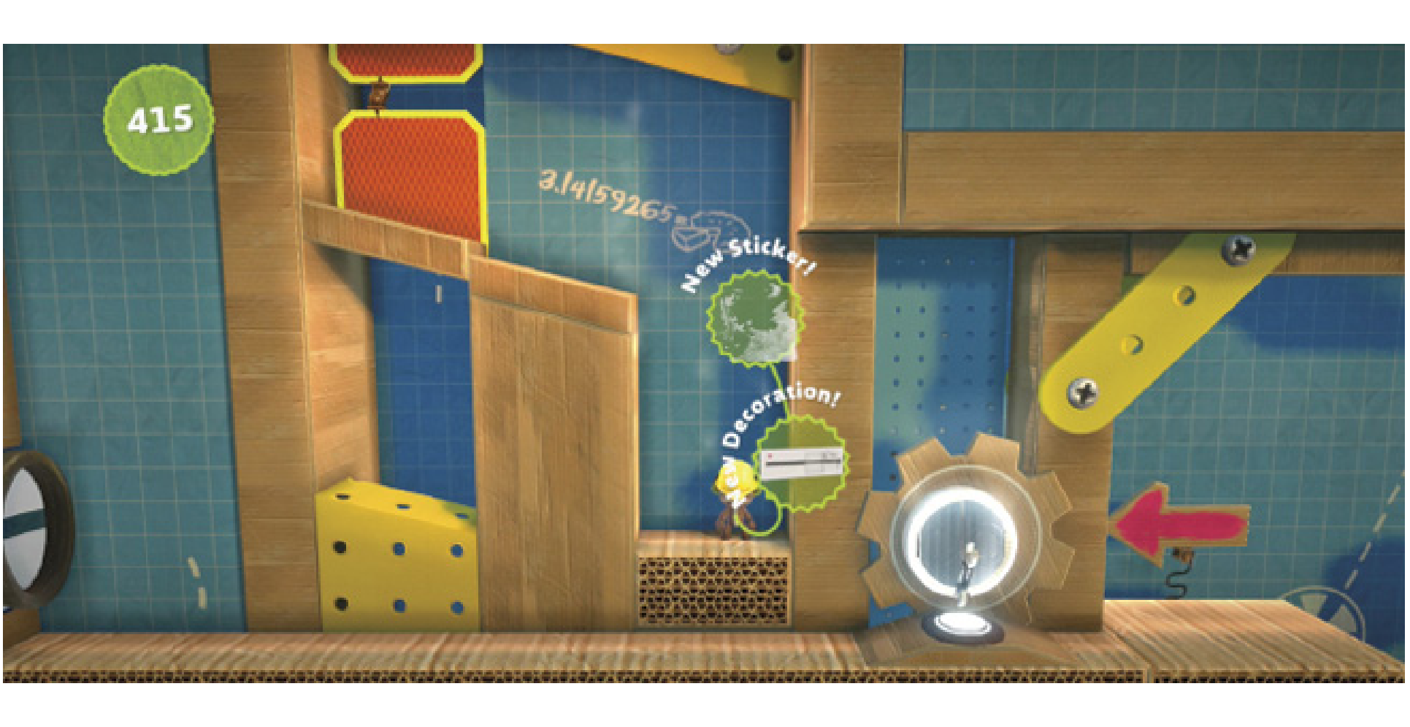

300
New Decoration!


350
New Sticker!

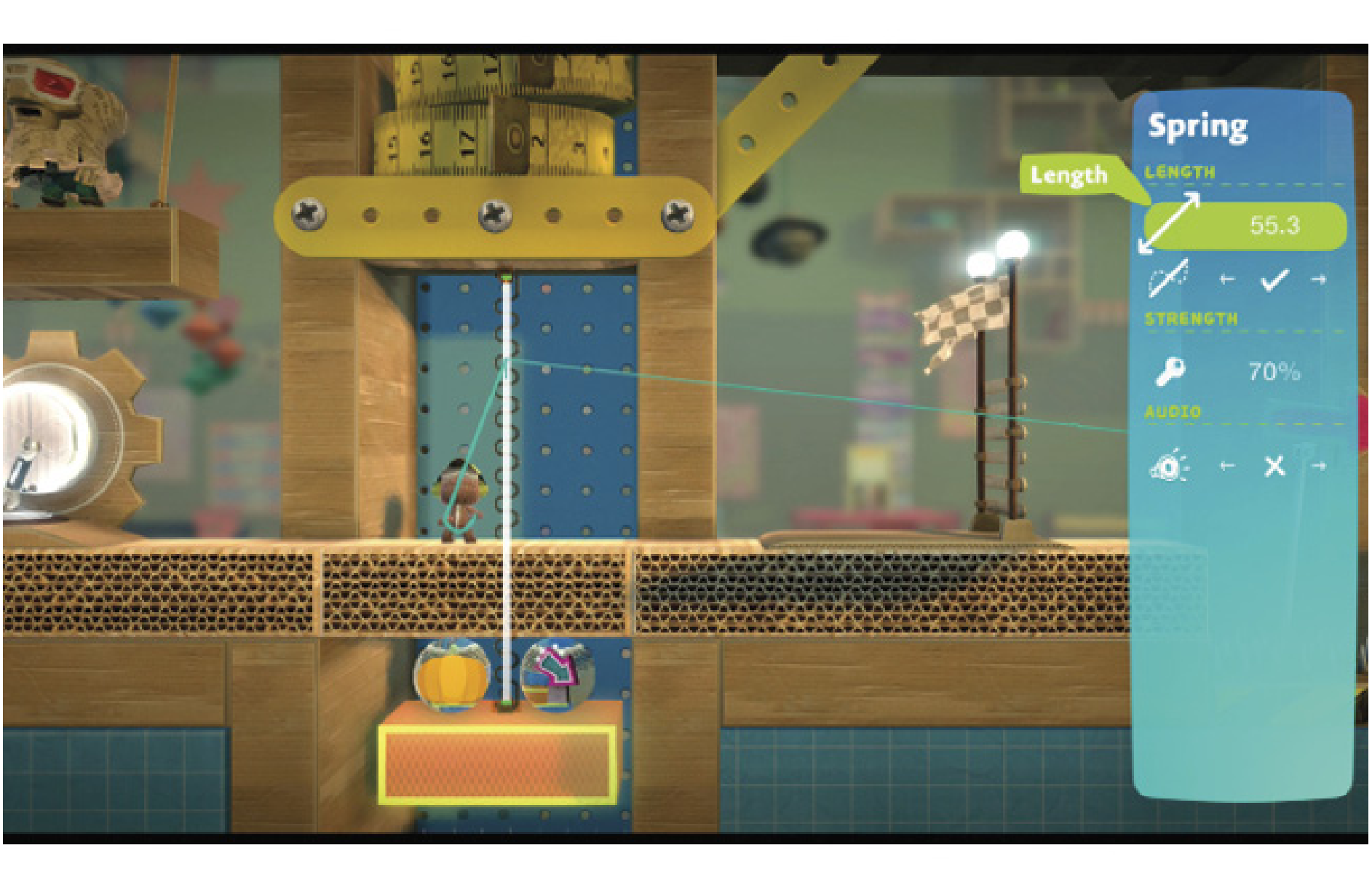
Now it's time to learn about elastic, that snappiest of materials. Attach elastic to the objects up ahead to connect them, just like you did the others. Then, select the elastic with your Popit Cursor, press ■ to tweak its properties, and shorten it. This pops it out so your sack person can jump with ✖ and latch onto the spongy part with R1, swinging across the gap to the next platform.

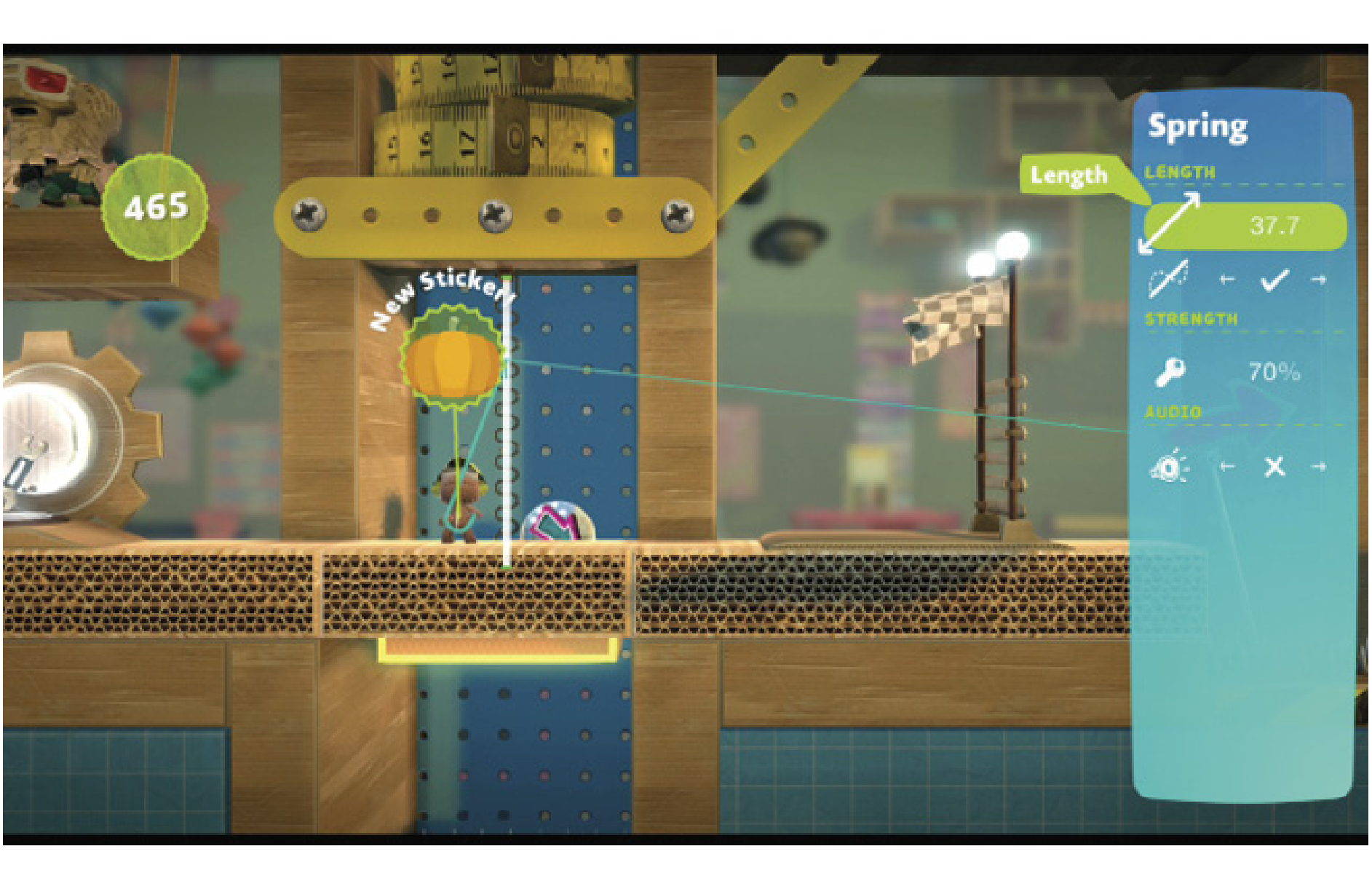

Elastic
Length
LENGTH
11.8
STRENGTH
50%
AUDIO

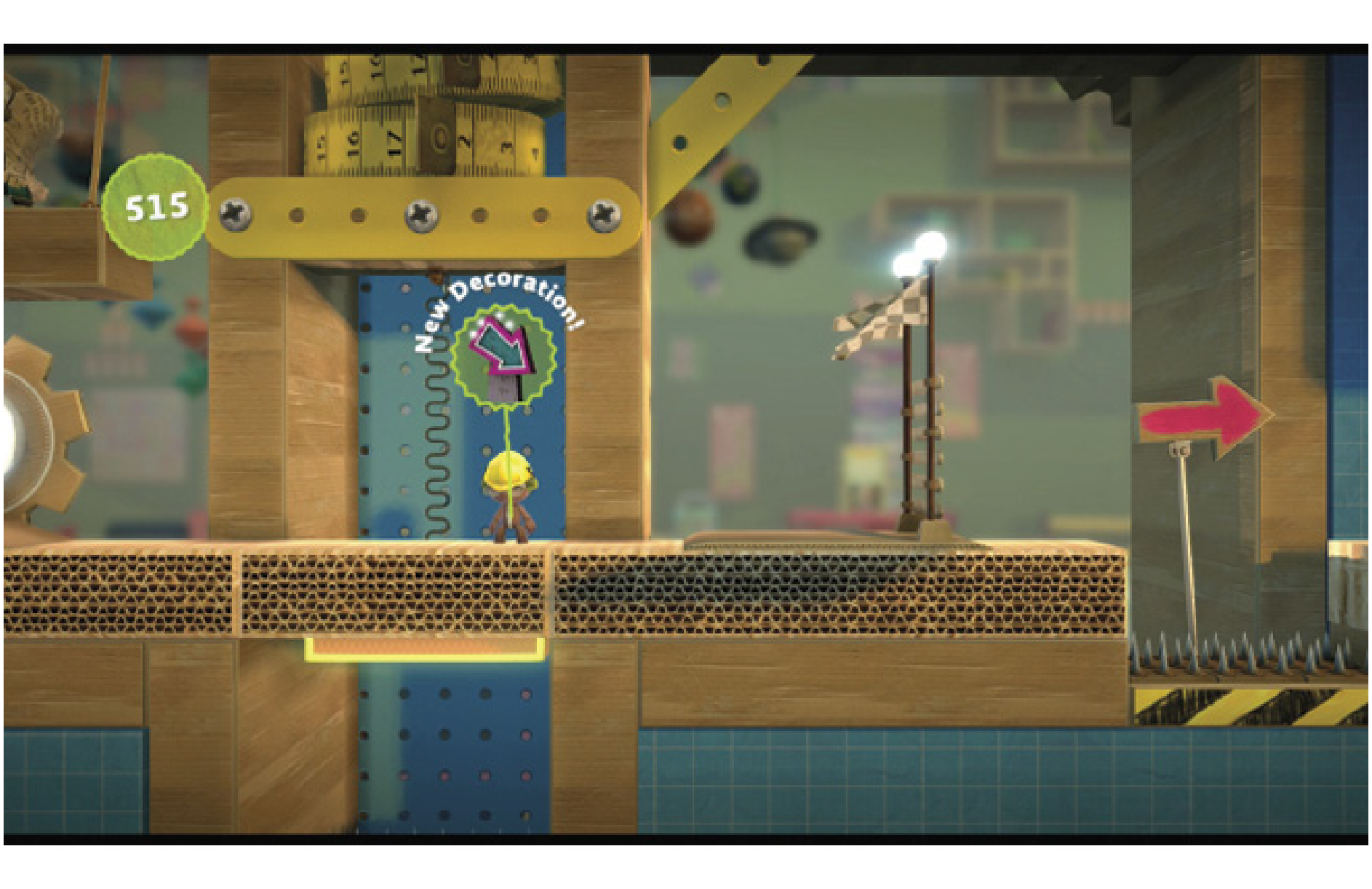
Now you should see some very tempting Prize Bubbles. It's time to get those out, right? Select the elastic again from your Tools bag and attach it to the two orange objects, then select it with your Popit Cursor and tweak the length (specifically, you should shorten it all the way to zero). The trick here is also making sure that you strengthen the elastic to 100%. Collect the Prize Bubbles when they roll over to your sack person for the **Paint Stain Sticker** and **Floppy Disk Drive Decoration**.


415
New Sticker!
Decoration!

Head down the tube and then to the right. Get ready to really play with the Connectors you've been given! Up ahead, use your Popit Cursor to select the spring, and shorten it to bring the Prize Bubbles up to your sack person. These are for the **Pumpkin Sticker** and **Arrow Sign Decoration**.


Spring
Length
LENGTH
55.3
STRENGTH
70%
AUDIO

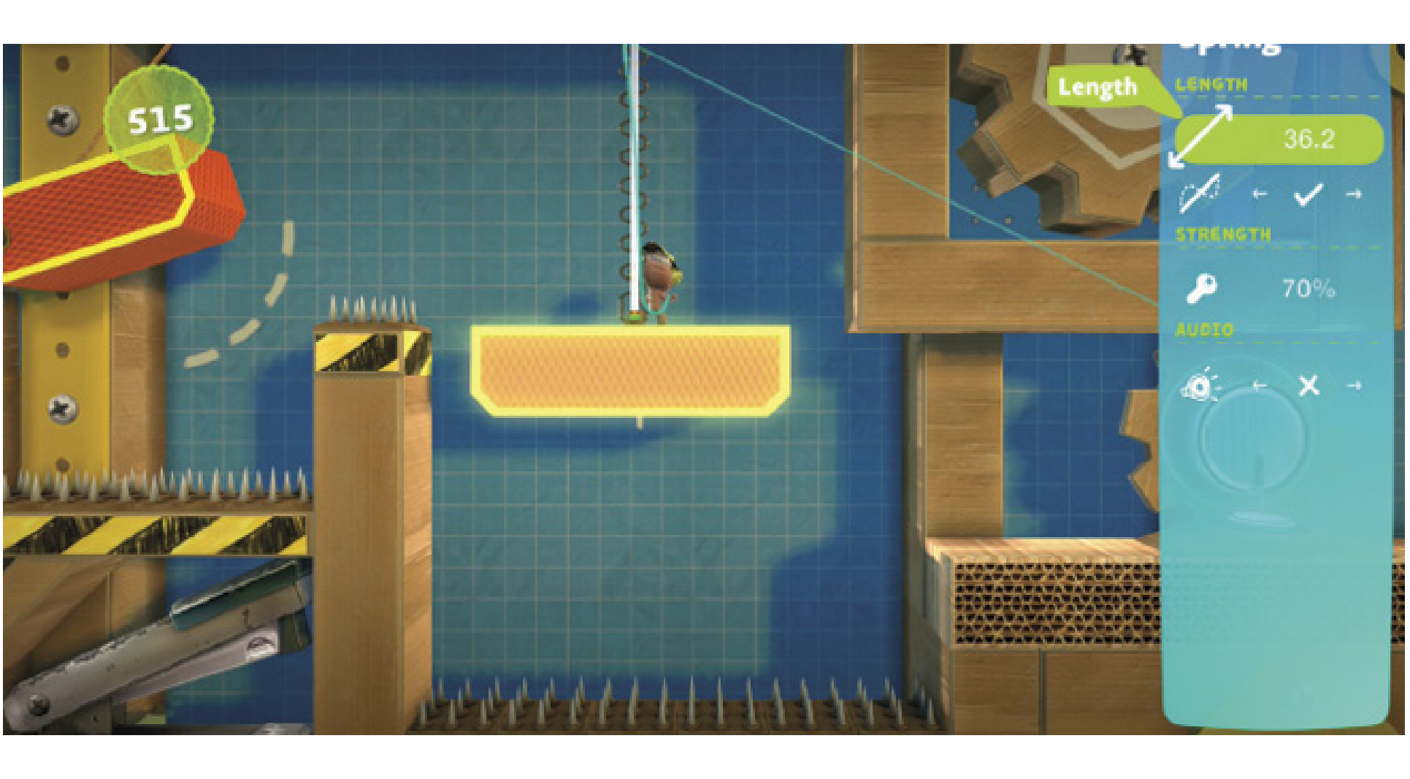

465
New Sticker!
Spring
Length
LENGTH
37.7
STRENGTH
70%
AUDIO


515
New Decoration!

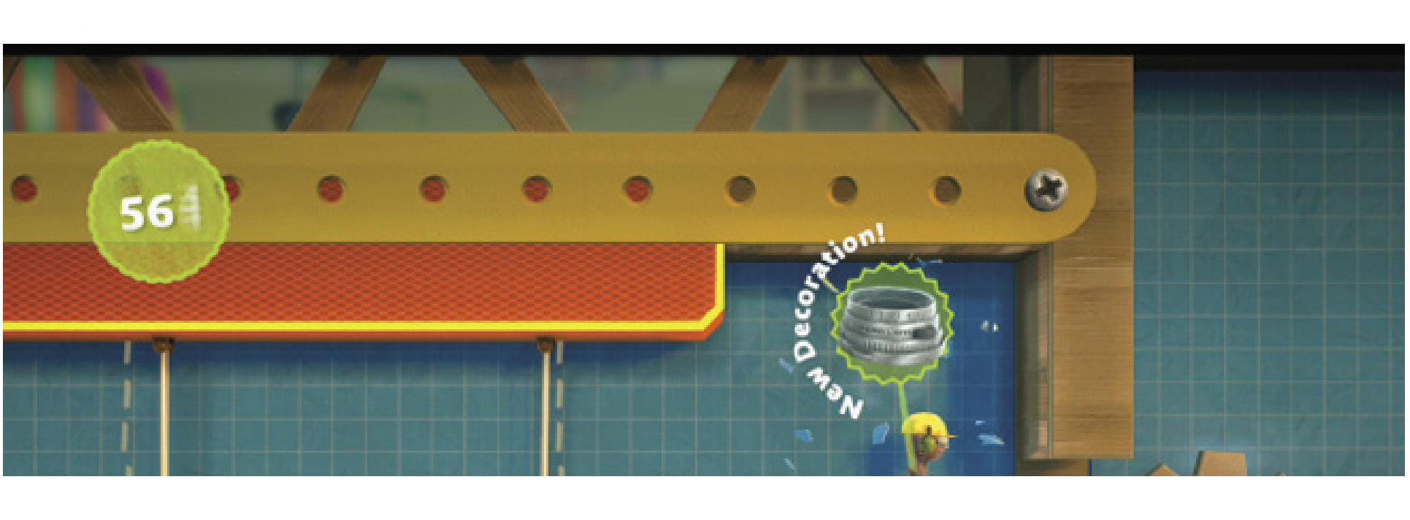
Put on Your Racing Gear (Just Figuratively, of Course)

Ready to put those skills to the test? See how fast you can whip them out in this race.

For the first platform, you need to use string to connect it to the orange object above, and then shorten the string so the platform rises. Now, run your sack person across it and onto the next platform. Use your Popit Cursor to select the spring, and then lengthen it to lower your sack person to the next platform on the right.


515
Length
LENGTH
36.2
STRENGTH
70%
AUDIO

Next, connect the platforms to the ceiling and shorten their Connectors to lift them. You don't have to raise the second one to get across, but it's important if you want to jump to pop the **Camera Lens Decoration**.

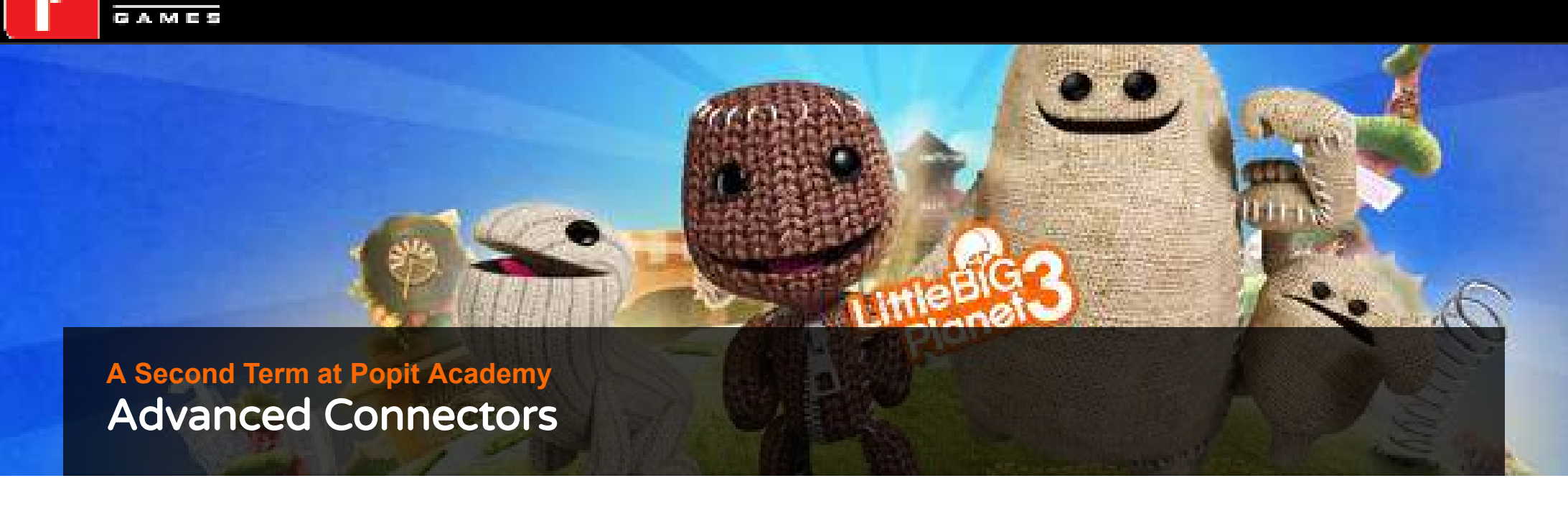

New Decoration!

LittleBIG Planet 3

A Second Term at Popit Academy

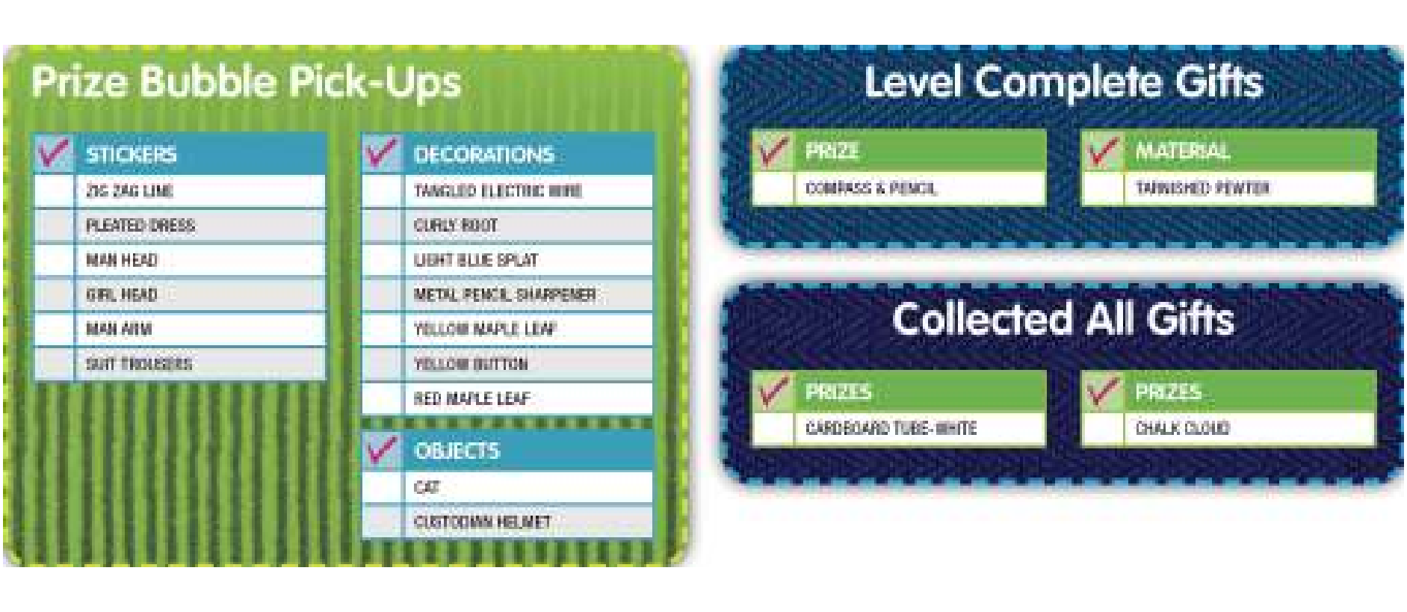
Introduction

You've graduated from your first term at Popit Academy, but there is still so much to learn. Replaying Popit Puzzles from the first term can be a great refresher. However, when you're ready to learn something brand new, enroll in the second term at Popit Academy to study under your new instructor, Victoria. She's equipped to teach you more advanced methods for Create Mode so that you can be a wizard of imagination when you start designing your own levels.



A Second Term at Popit Academy

Advanced Connectors



Prize Bubble Pick-Ups

✓ STICKERS
ZIG ZAG LINE
PLEATED DRESS
MAN HEAD
GIRL HEAD
MAN ARM
SUIT TROUSERS

✓ DECORATIONS
TANGLED ELECTRIC WIRE
CURLY ROOT
LIGHT BLUE SPLAT
METAL PENCIL SHARPENER
YELLOW MAPLE LEAF
YELLOW BUTTON
RED MAPLE LEAF

✓ OBJECTS
CAT
CUSTODIAN HELMET

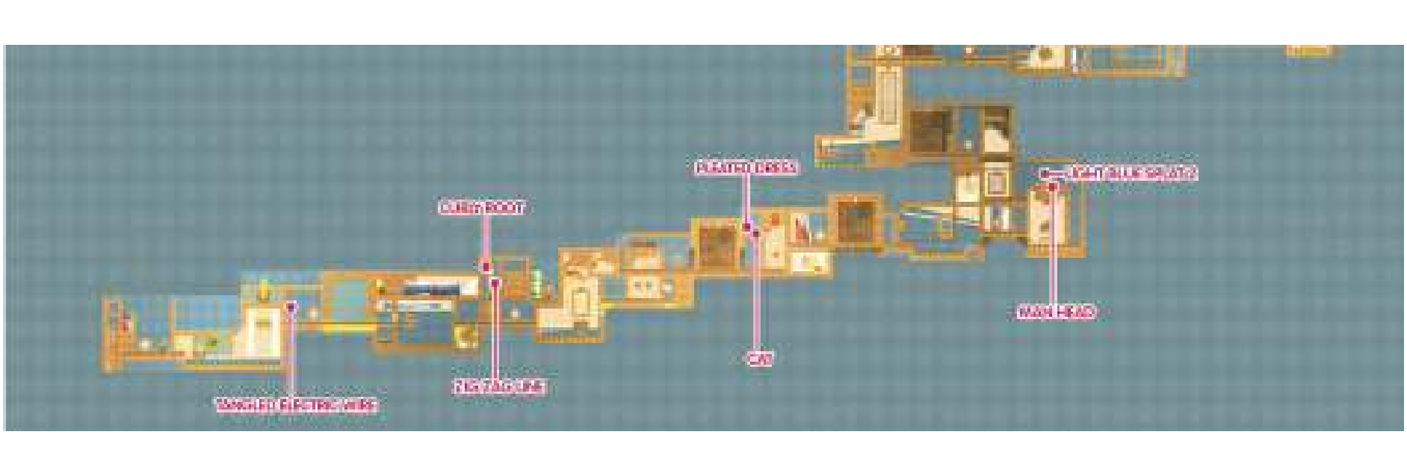
Level Complete Gifts

✓ PRIZE	✓ MATERIAL
COMPASS & PENCIL	TARNISHED PEWTER

Collected All Gifts

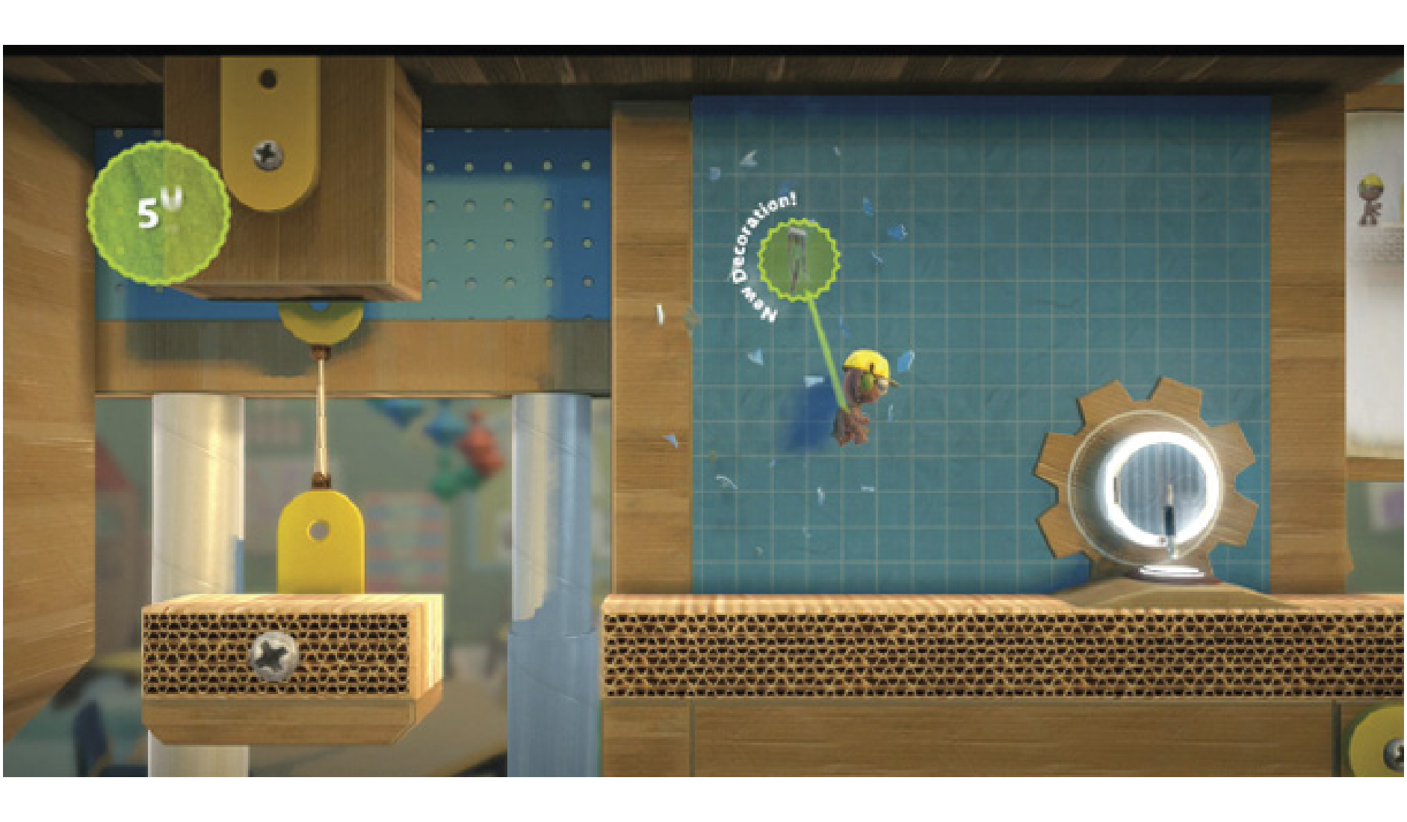
✓ PRIZES	✓ PRIZES
CARDBOARD TUBE-WHITE	CHALK CLOUD

You already know a little about Connectors from your first term at Popit Academy. Well, now it's time to get serious about them; they can be extremely useful when you put them in motion.

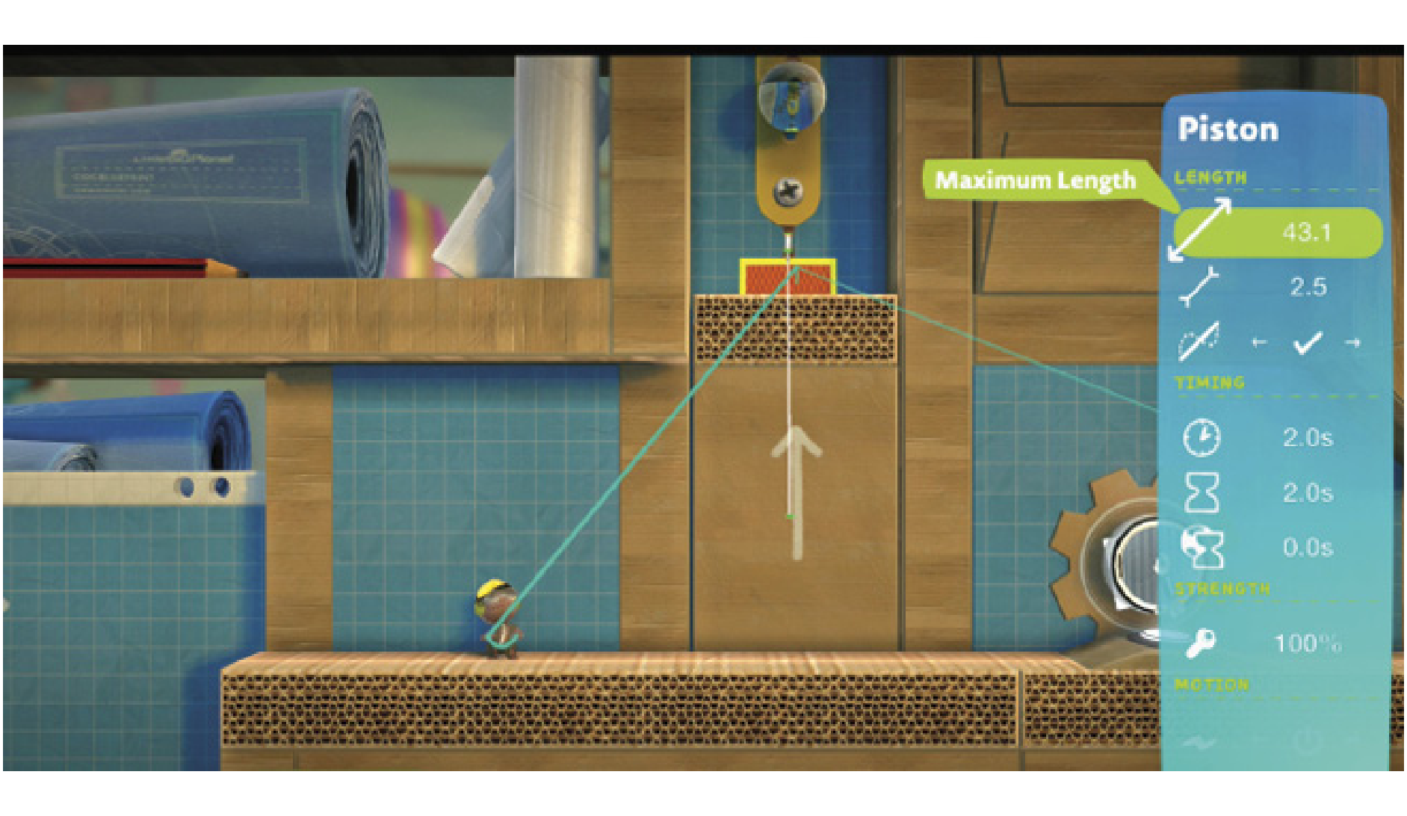


Moving Platforms, Everywhere

When your sack person jumps off of the very first platforms in this level, really hold ⊗ on the last platform to give their leap some oomph as they jump toward the Prize Bubble hanging almost out of reach. This grants you the **Tangled Electric Wire Decoration**.

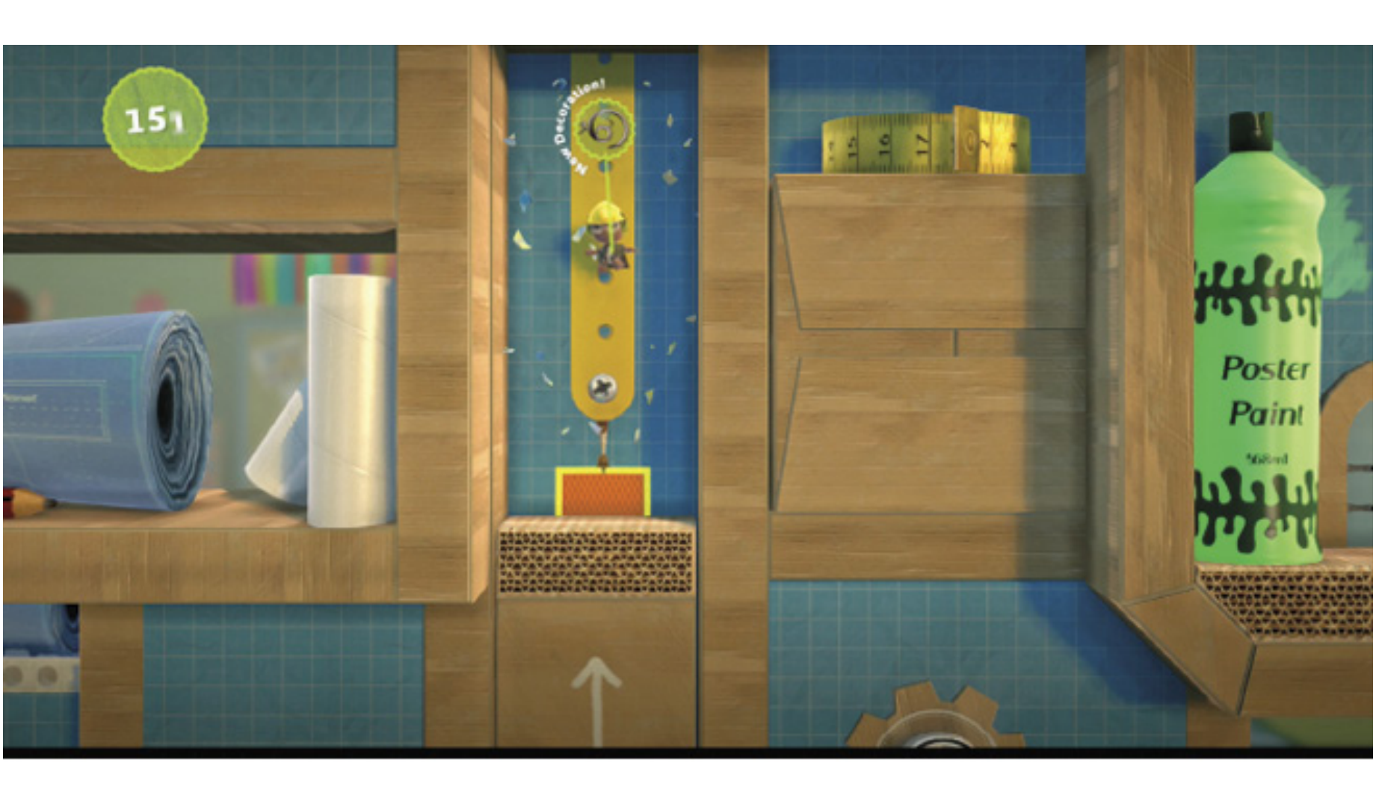


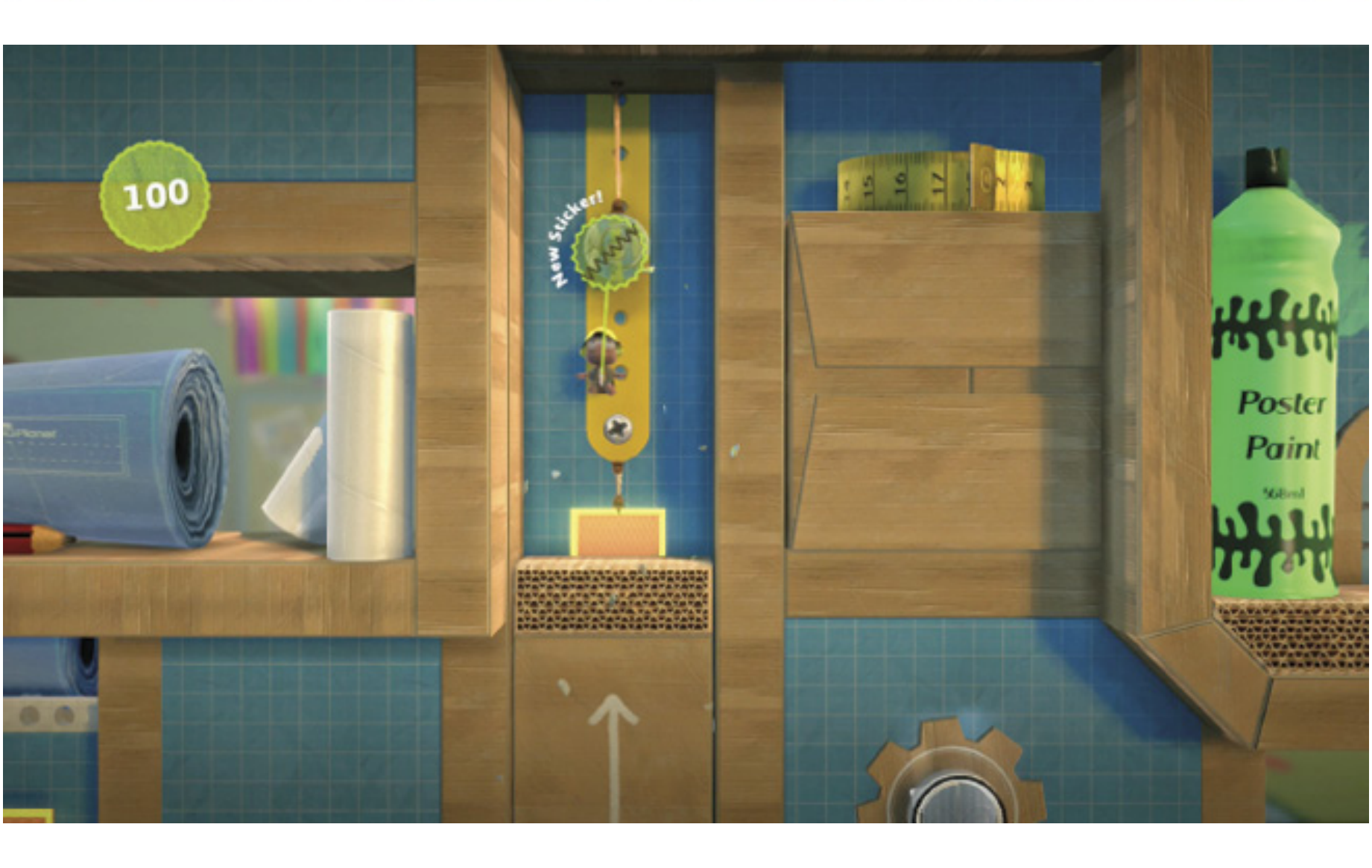
Continue onward to your first lesson: how to tweak Connectors to make platforms go just where you want them. Adjusting the length of the Connectors can make a big difference in how high, low, or far a platform can go.



Adjust the next platforms' Connectors to extend or lower them until they reach your sack person. To do this, press ■ or the touch pad button to open your Popit Menu, and then select the Popit Cursor with ⊗. Now, you can select the Connector—in this case, the pistons connecting the moving platforms to other objects. Next, press ■ to tweak the piston. Scroll to Maximum Length, and use the ✚ and ✚ buttons, the left stick, or the right stick to adjust it. For these, you need to lengthen them so the platforms reach your sack person.

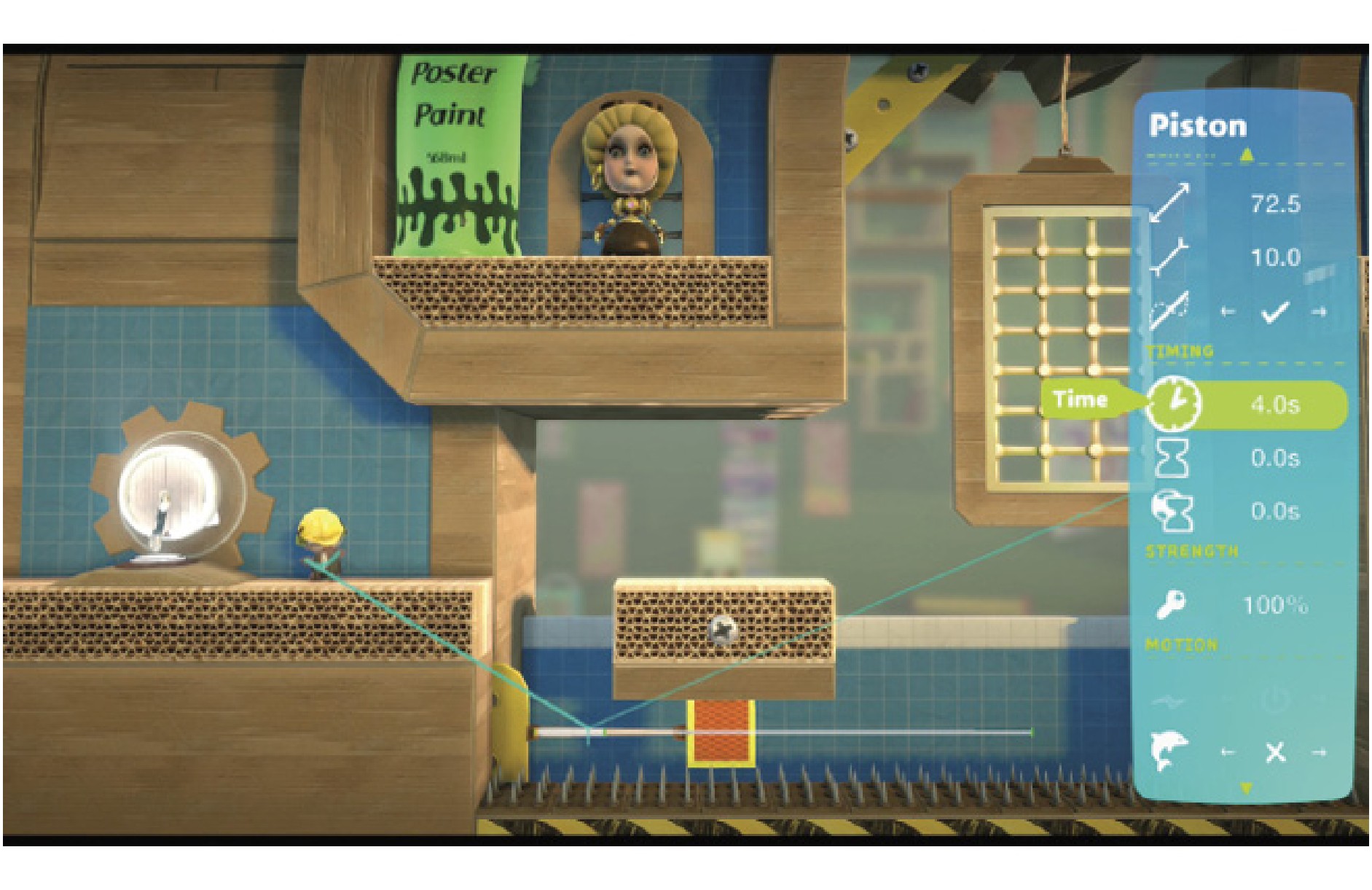
If you're having trouble maneuvering your sack person onto a platform, you can make the platform stay in place for longer to give them a better opportunity. In the Tweak menu for the piston, scroll down to Pause, and make the duration of the pause longer.



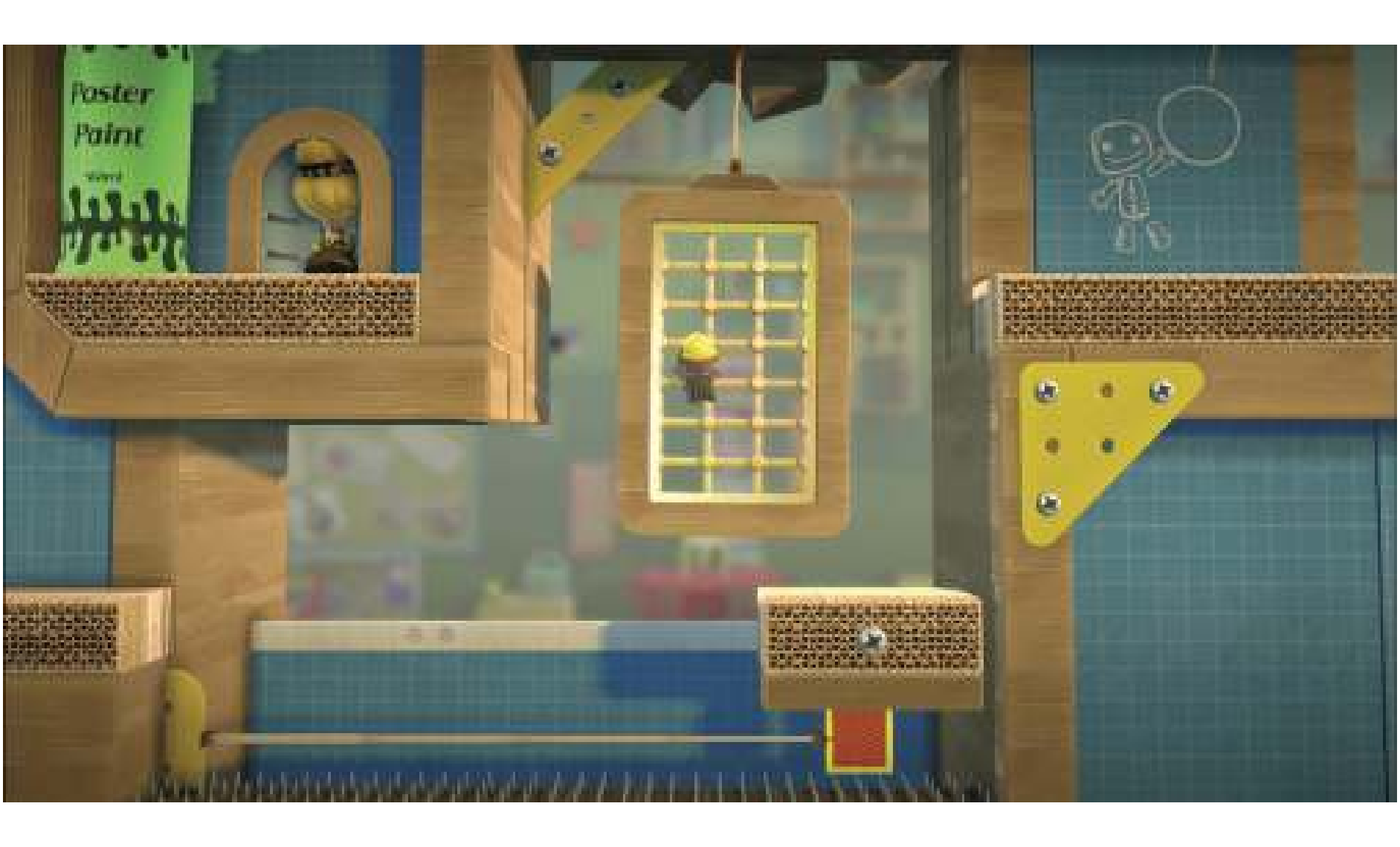


When your sack person jumps onto the second platform, two Prize Bubbles await at the top. It's a fairly easy task to leap to the first one—a **Zig Zag Line Sticker** for your Create Mode collection—but the second one is tricky to reach. Ensure that your sack person can catch some air to pop that Prize Bubble for the **Curly Root Decoration**.

Hop off the platform, and carry on the right. Your sack person now faces a terrible foe: a ridiculously fast-moving platform. Don't let it dizzy you. All you need to do is pause the action by pressing ✚, and then select the Connector with your Popit Cursor and press ■ to adjust the Time property of the piston. It starts out at less than one second; you better increase that to something more manageable for your brave little stitched adventurer.



While you're tweaking, it's a good idea to lengthen the piston slightly so it reaches the mesh on the other side, and increase the Pause so the platform holds still long enough for your sack person to jump on. When you're done with all these adjustments, press ✚ to unpause the action, and then maneuver your sack person onto the platform. On the other side, press R1, and start climbing the grates with the left stick. Jump to the next platform to continue your adventure.

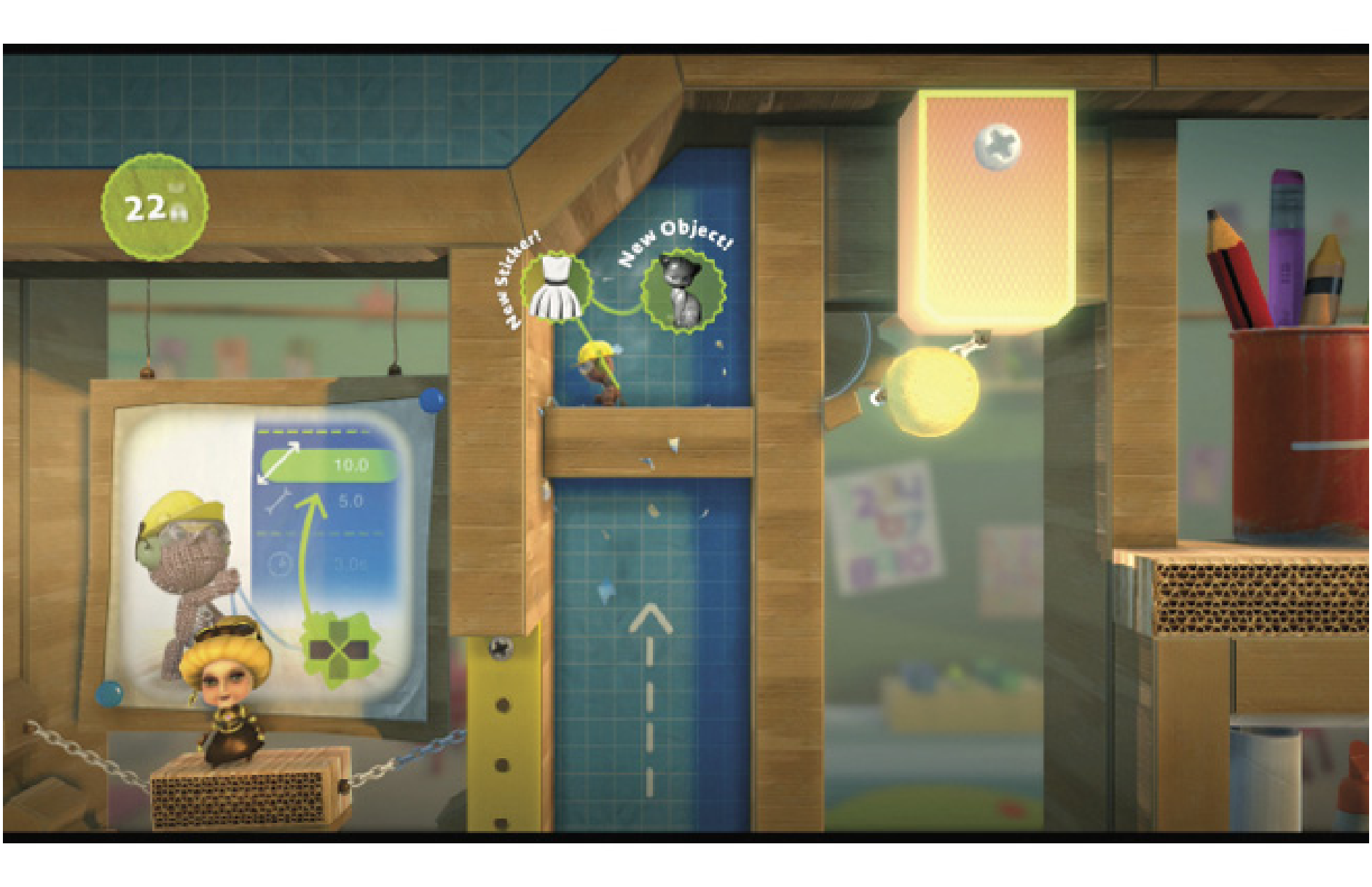


Swingy, Pulley Stuff

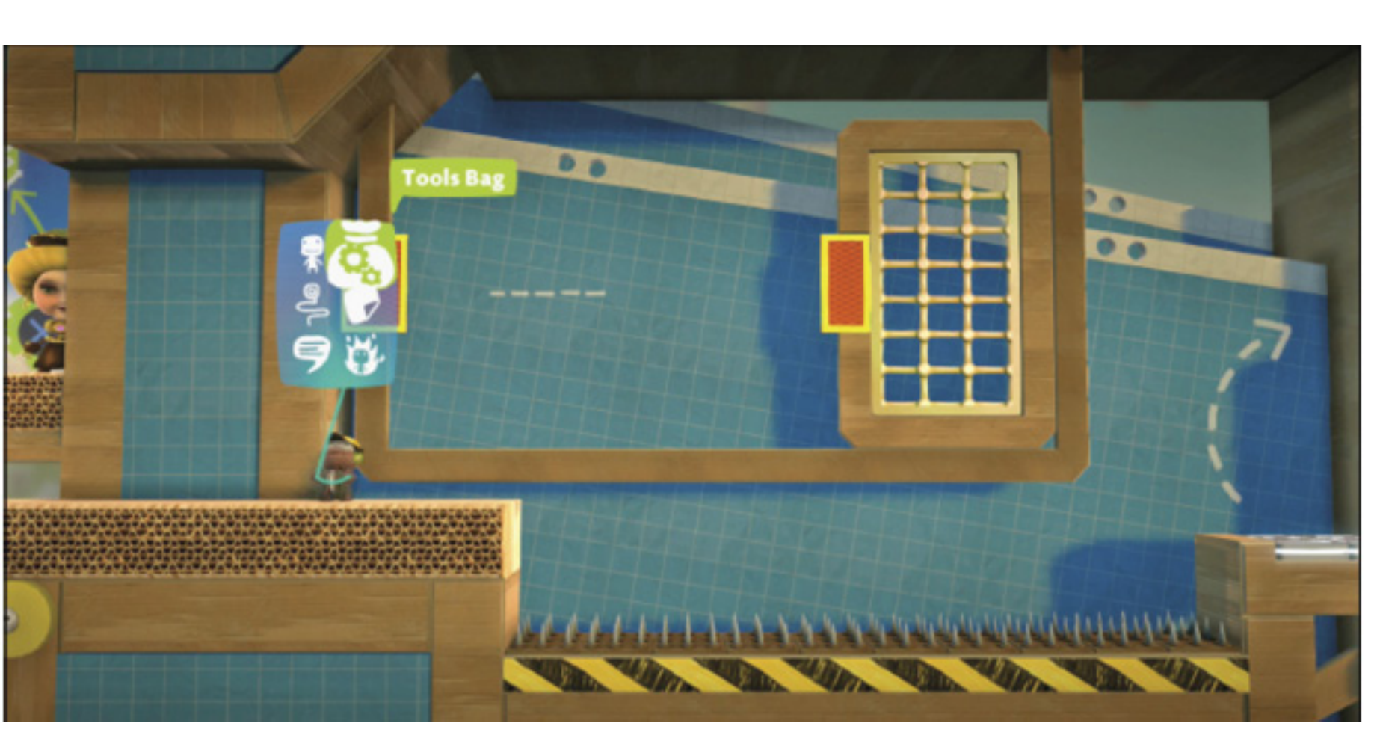
Grab onto one of the sponges ahead with R1 to leap toward your next lesson. See how fun that was? Now, you can adjust the chains connecting sponges to ceilings to make them swingy.

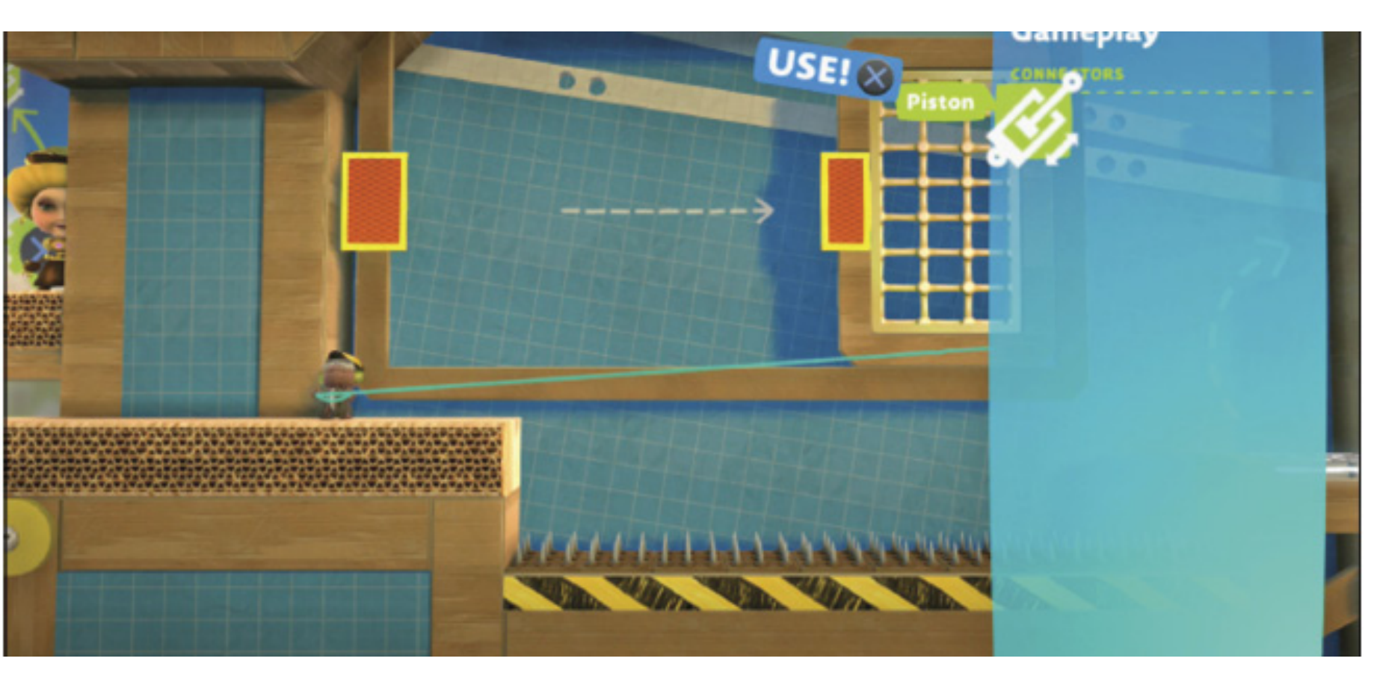
For the sponge up ahead, select the winch with your Popit Cursor, and press ■ to start fine-tuning it. In this case, you want to shorten the Minimum Length so that when your sack person grabs ahold of it, they can launch higher into the air. After all, you want to make it to those Prize Bubbles up there on the left, don't you? You can also decrease the Time to give the chain a little extra swing factor, which can help launch your sack person where they need to go.

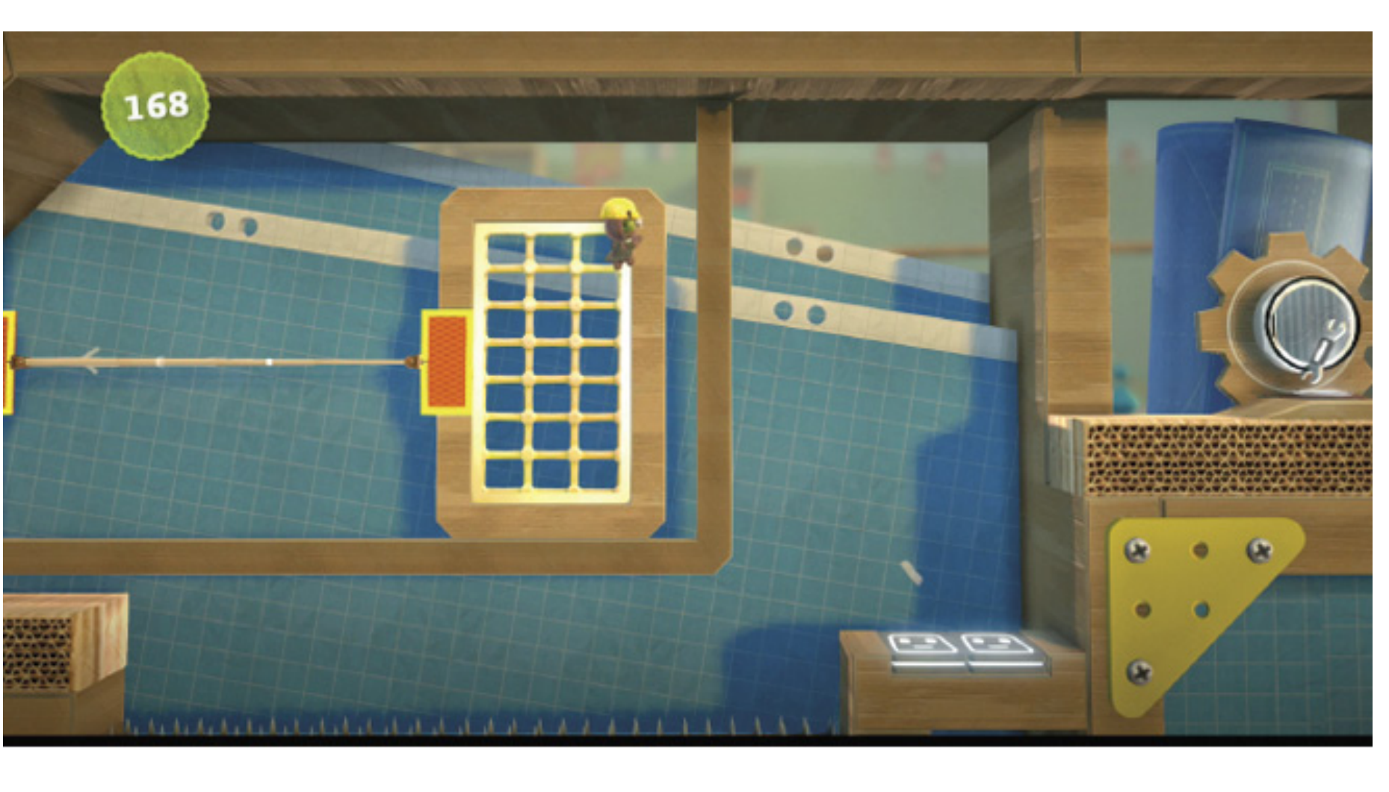
When you're done adjusting the winch, have your sack person grab it and swing up to the bubbles for the **Cat Object** and **Pleated Dress Sticker**.



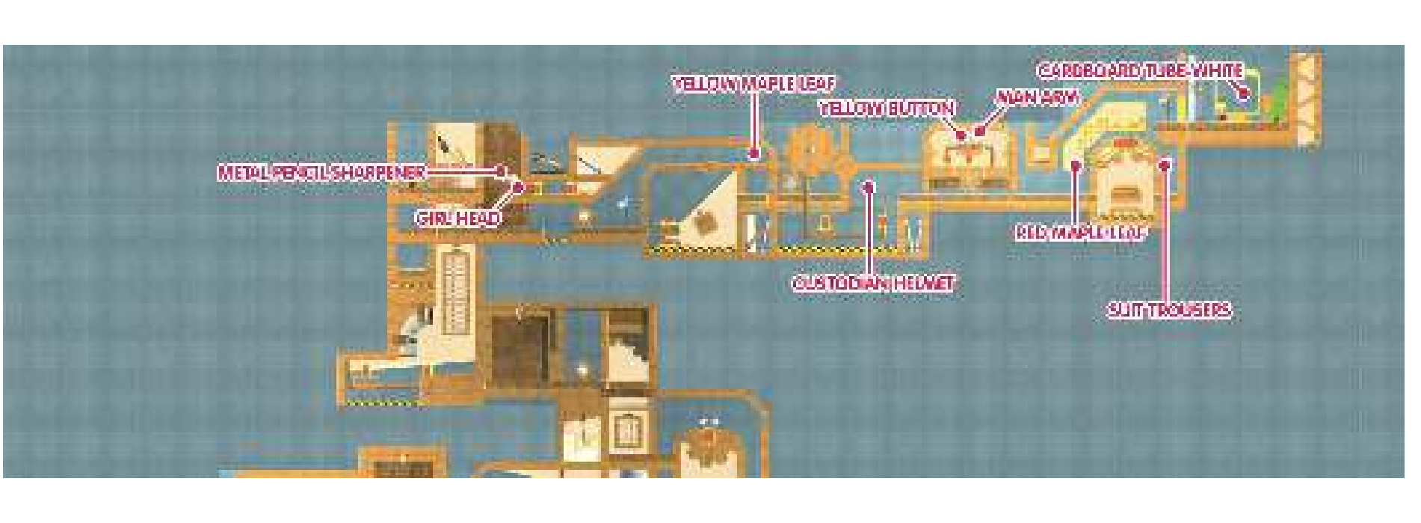
Now, carry on to the platform on the right to learn about attaching pistons all on your own. You can find pistons in your Tools bag from the Popit Menu. Select it, and place it between the two orange blocks up ahead.



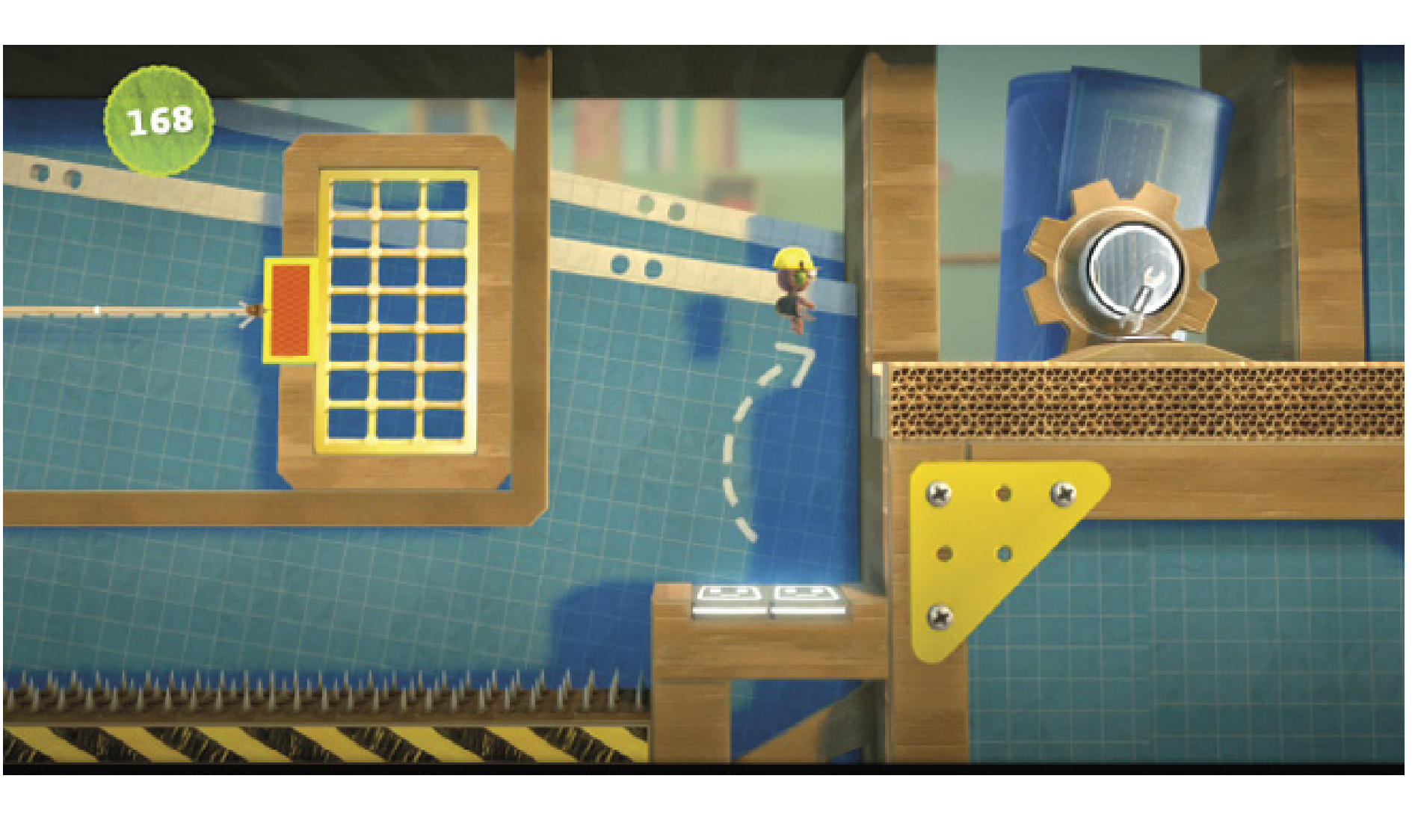




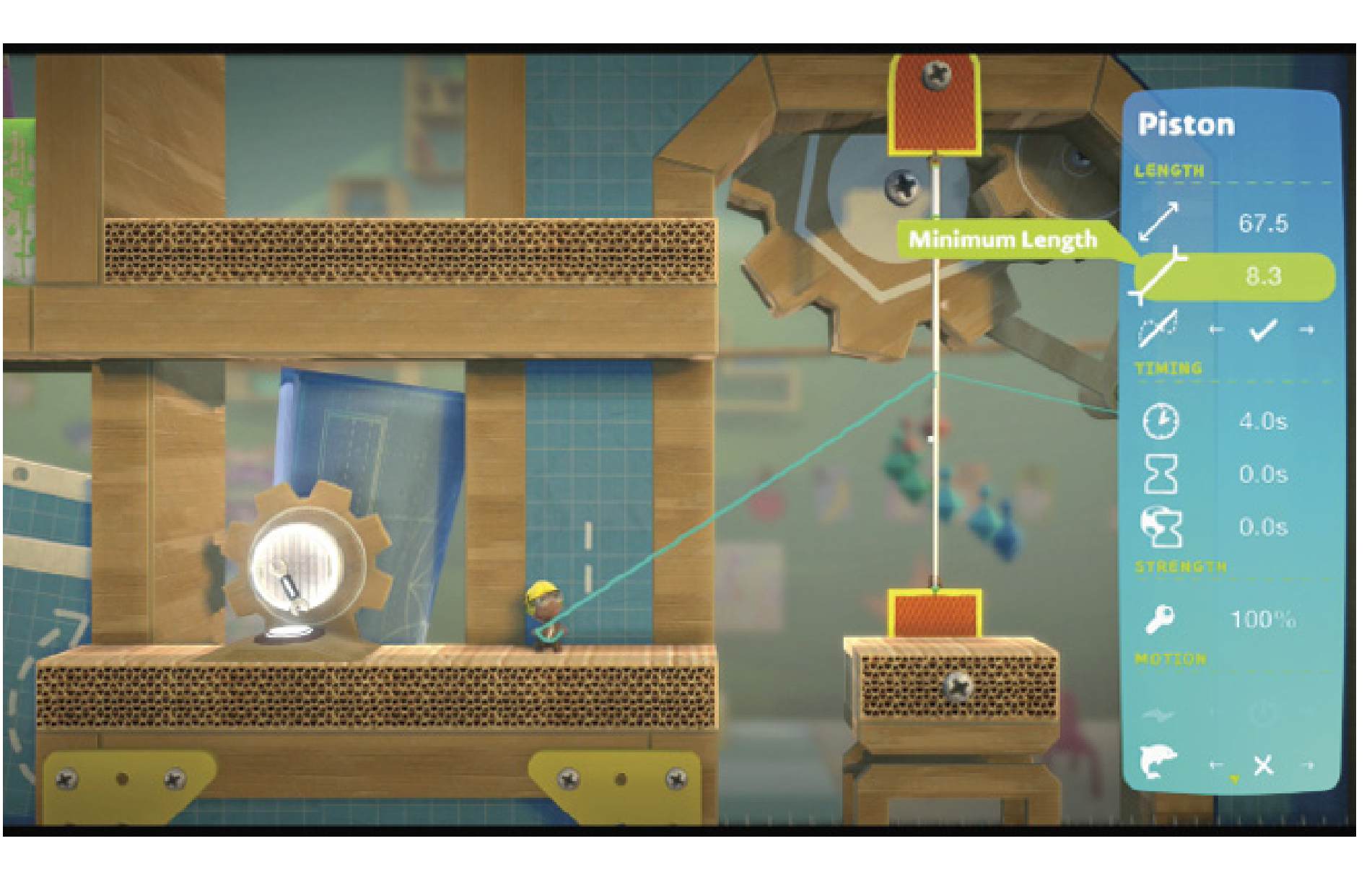
Notice something off? Your sack person must reach the other side to start climbing, but the piston doesn't squish very much at first. That's okay: select it with your Popit Cursor, and press ■ to adjust its properties. Specifically, decrease the Minimum Length to draw the grates nearer to your sack person, and increase the Pause to give them time to grab ahold of it.



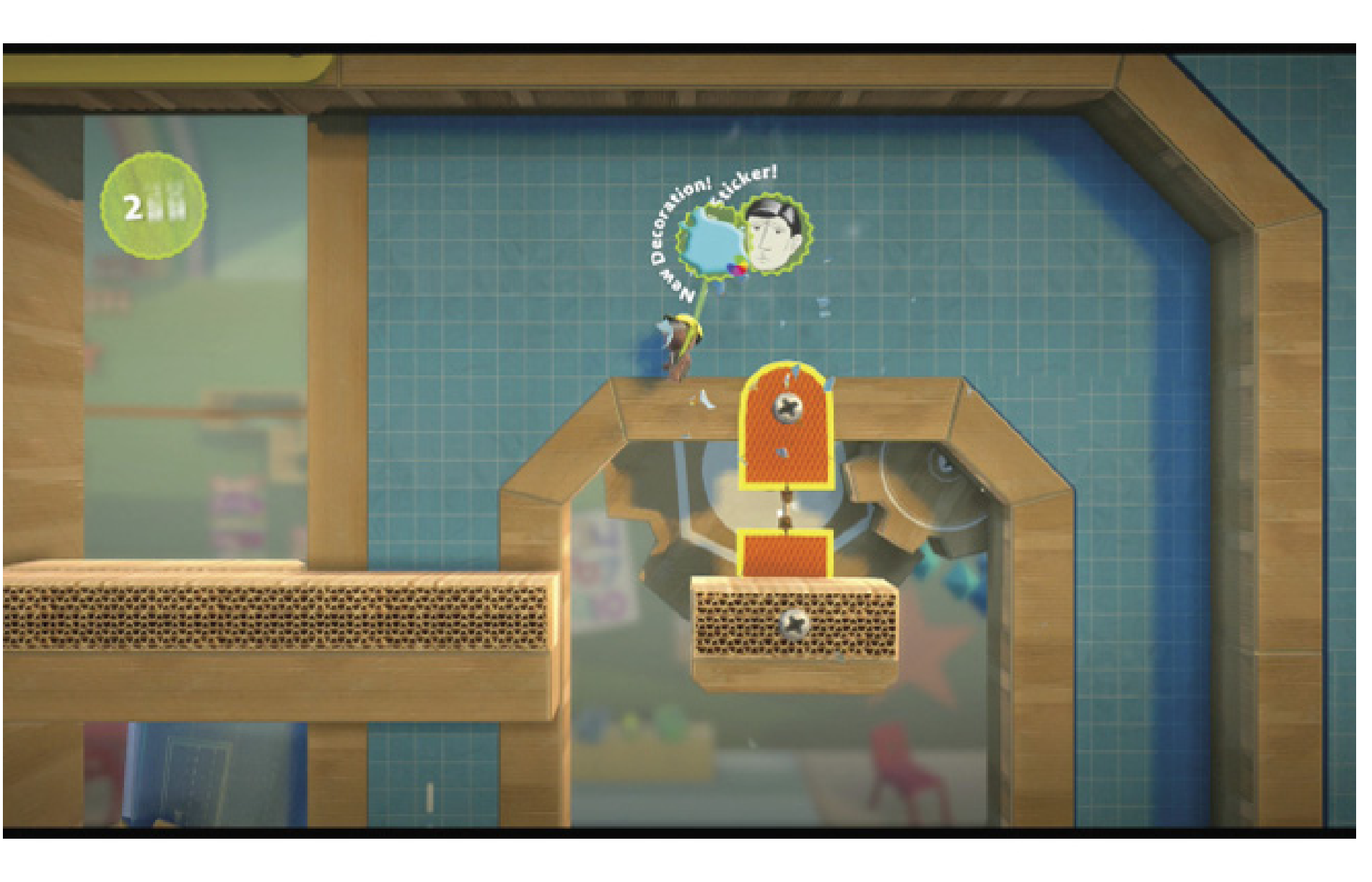
Now it's time to climb (R1). Go all the way to the upper right of the grate to give your sack person enough height to jump onto the Bounce Pad and up onto the next platform.



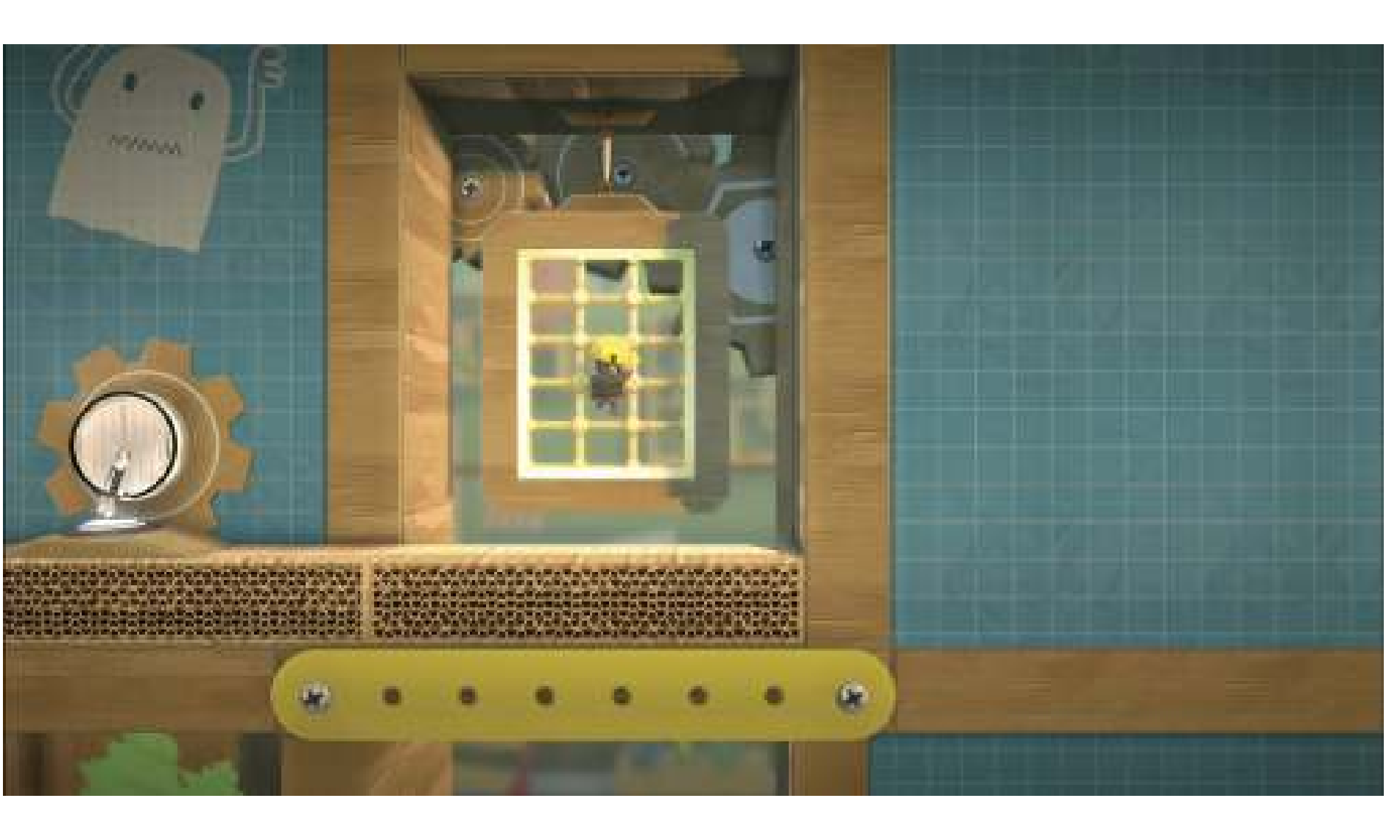
Next up, your sack person must use the platform ahead to reach the level above. To do this, attach the platform to the ceiling with a piston, and then tweak the piston to decrease the Minimum Length. Make it as short as possible, and decrease the Time to speed up the platform if you want your sack person to be able to reach the Prize Bubbles overhead.



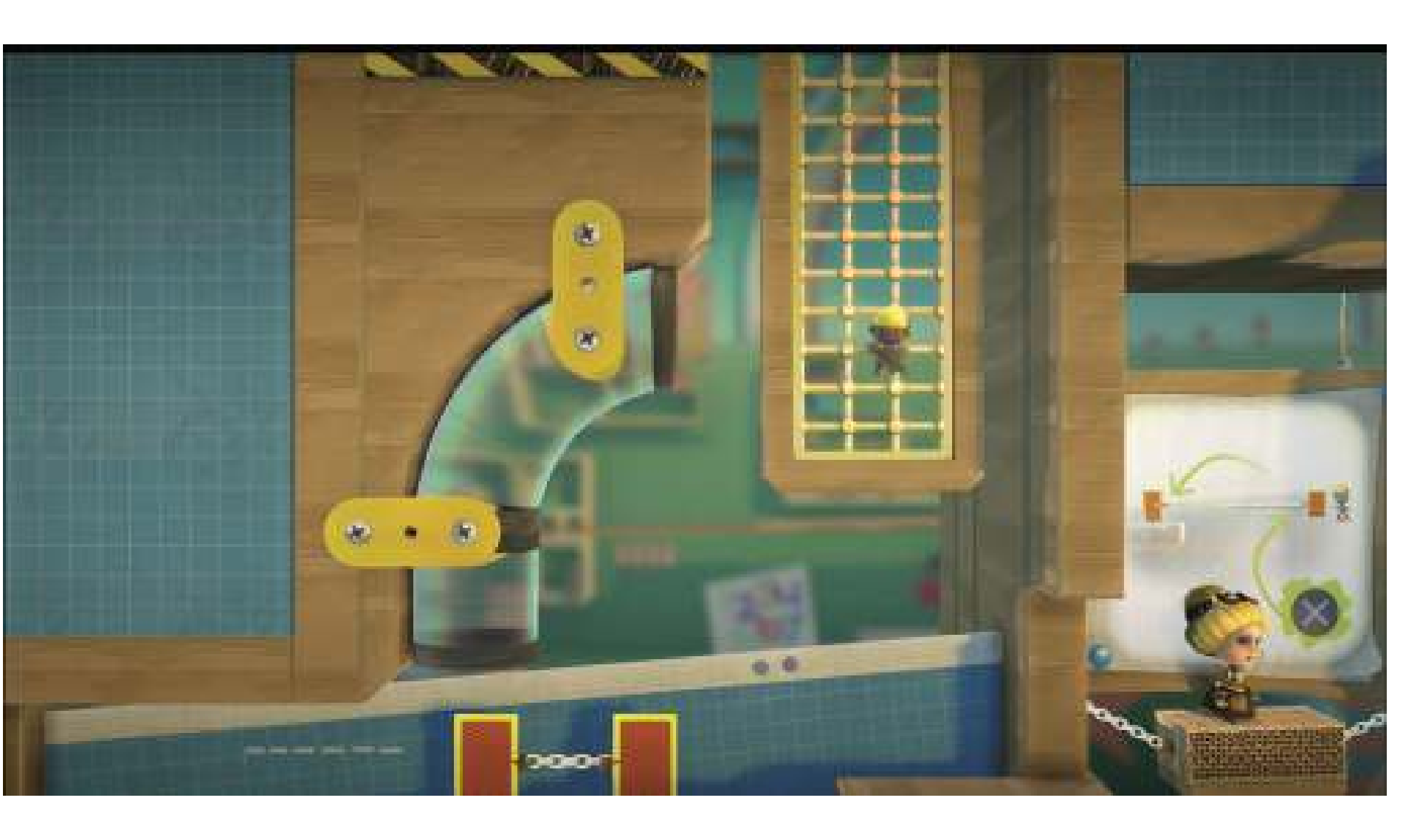
When you're done, have your sack person hop aboard and ride the platform up. Pop the Prize Bubbles for the **Light Blue Splat Decoration** and **Man Head Sticker**.



Now, grab onto the moving grate with R1, and take it up to an even higher level. You're getting into the nosebleed section now!

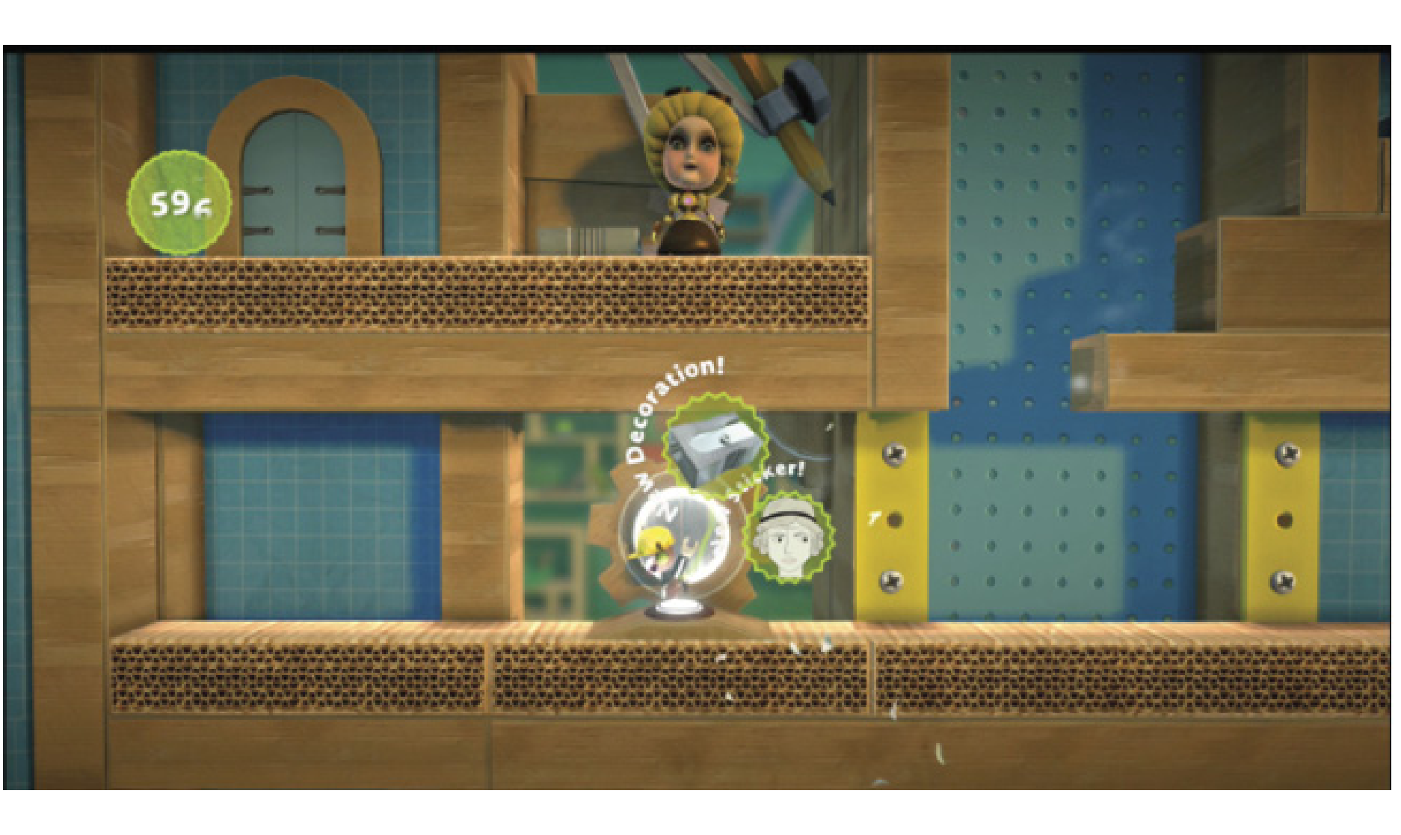


Now it's time to learn about winches, those chains that can do things like swing sponges around and tug platforms. Go ahead and select it from your Popit Menu's Tools bag, and use it to attach the platform with the Bounce Pad to the orange object near your sack person. When you're placing it on the second point, hold ⊗ to tweak it (or select it afterward with your Popit Cursor and press ■). Decrease the Minimum Length and Maximum Length to draw the platform with the Bounce Pad over to your sack person.



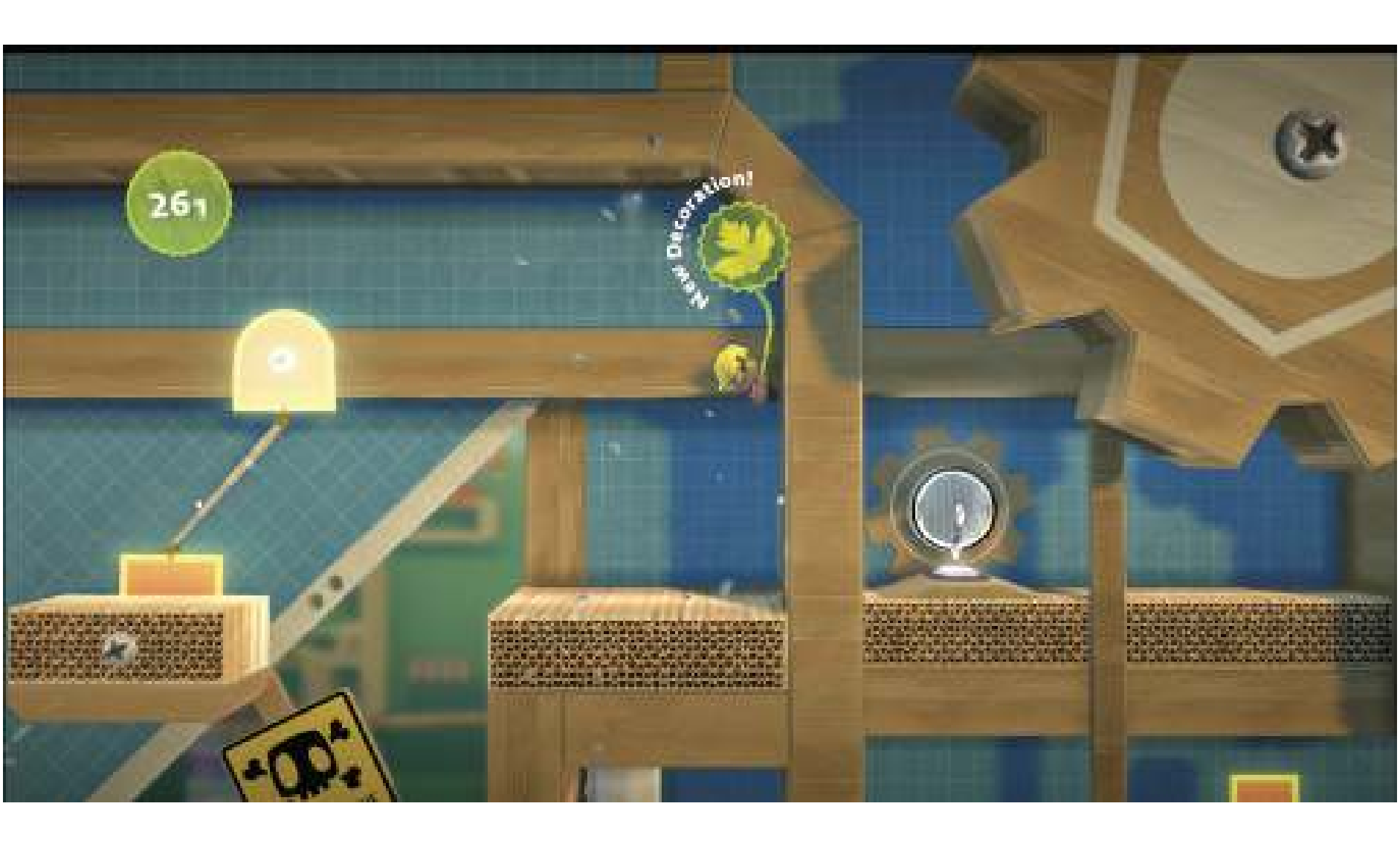
Jump on the Bounce Pad to launch your sack person up through the tube, then grab the mesh with R1. Climb it, and jump over to the other Bounce Pad on the left. Jump here to make it up to the next level, then continue to the right.

To collect the Prize Bubbles on the platform above, attach the two orange blocks to their right with a piston, and adjust the Minimum Length to draw them toward each other. Once they're pumping, they push the Prize Bubbles down so your sack person can pop them. This rewards you with the **Metal Pencil Sharpener Decoration** and **Girl Head Sticker**.

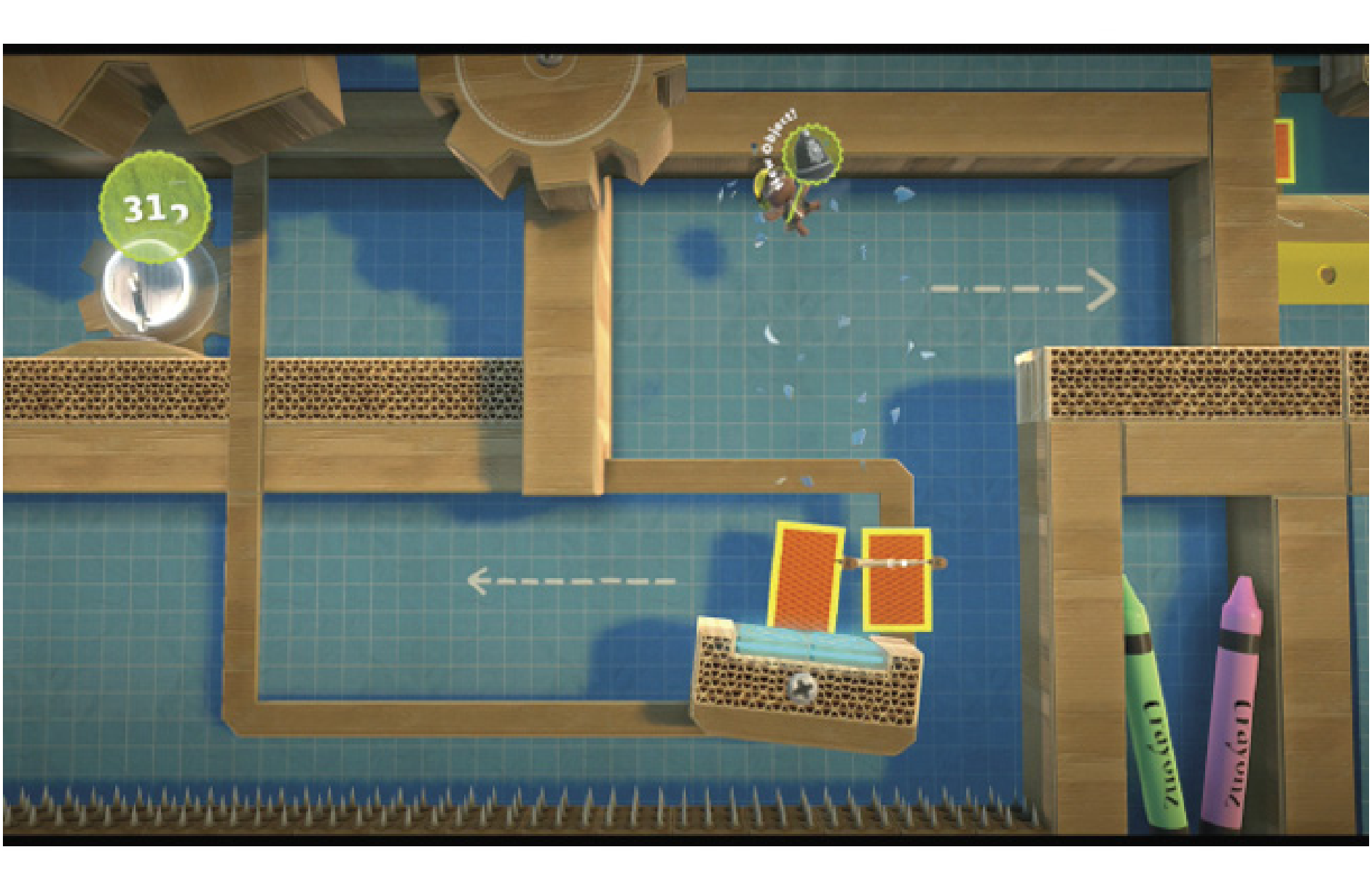


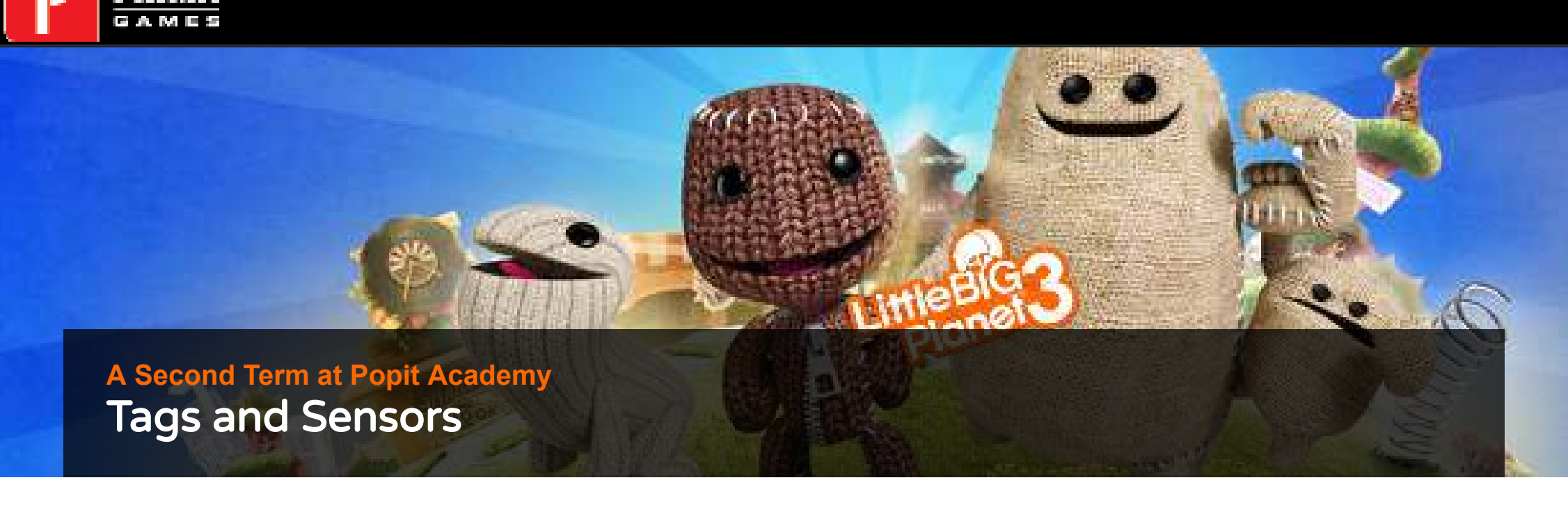
Beat the Clock

It's time to put your skills to the test in a race. First, you must attach the platform to the ceiling with a piston, and decrease the Minimum Length as much as you can. This lets your sack person jump aboard and leap for the Prize Bubble at the top—a **Yellow Maple Leaf Decoration**.



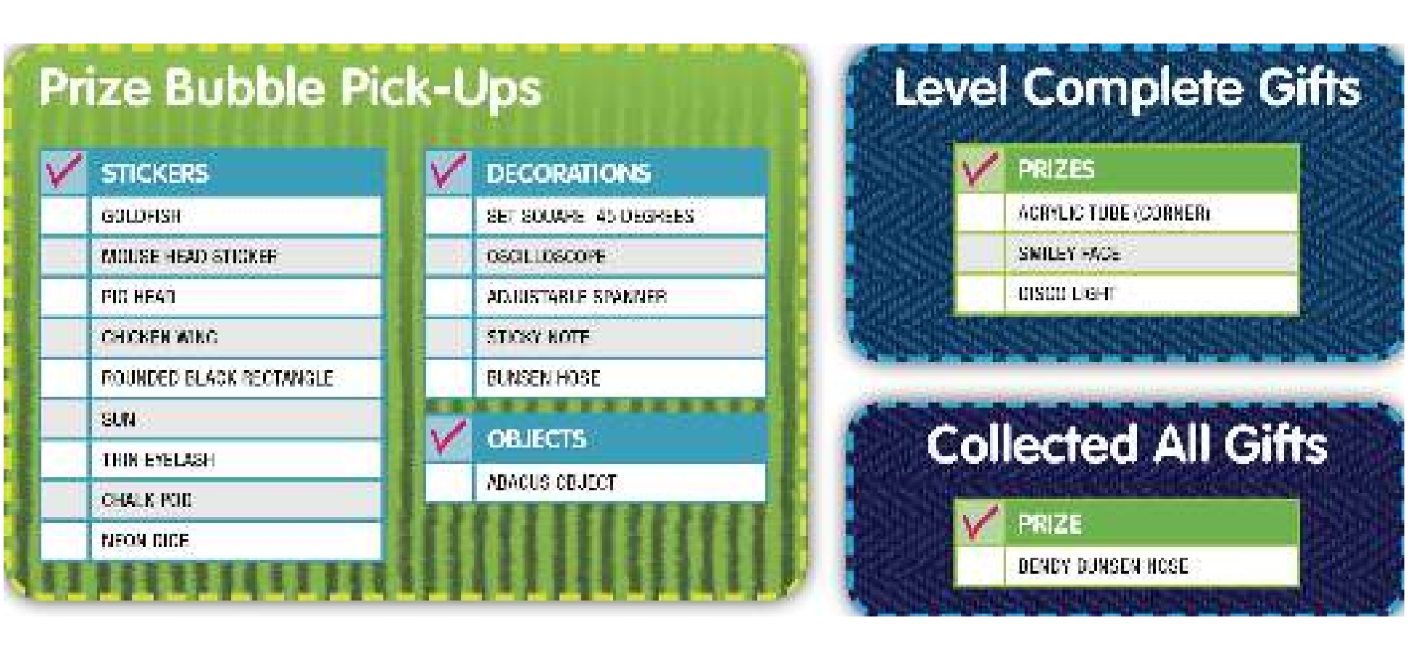
Continue to the right to attach the next platform (with a Bounce Pad) to the orange object on its right. Tweak the Minimum Length (and maybe the Pause), and jump aboard. When the platform moves to the right, jump on the Bounce Pad to launch to the platform up high on the right, bursting the **Custodian Helmet Object** Prize Bubble on the way.





A Second Term at Popit Academy

Tags and Sensors



Prize Bubble Pick-Ups

✓	STICKERS
	GOLDFISH
	MOUSE HEAD STICKER
	PIG HEAD
	CHICKEN WING
	ROUNDED BLACK RECTANGLE
	SUN
	THIN EYELASH
	CHALK POD
	NEON DICE

✓	DECORATIONS
	SET SQUARE–45 DEGREES
	OSCILLOSCOPE
	ADJUSTABLE SPANNER
	STICKY NOTE
	BUNSEN HOSE

✓	OBJECTS
	ABACUS OBJECT

Level Complete Gifts

✓	PRIZES
	ACRYLIC TUBE (CORNER)
	SMILEY FACE
	DISCO LIGHT

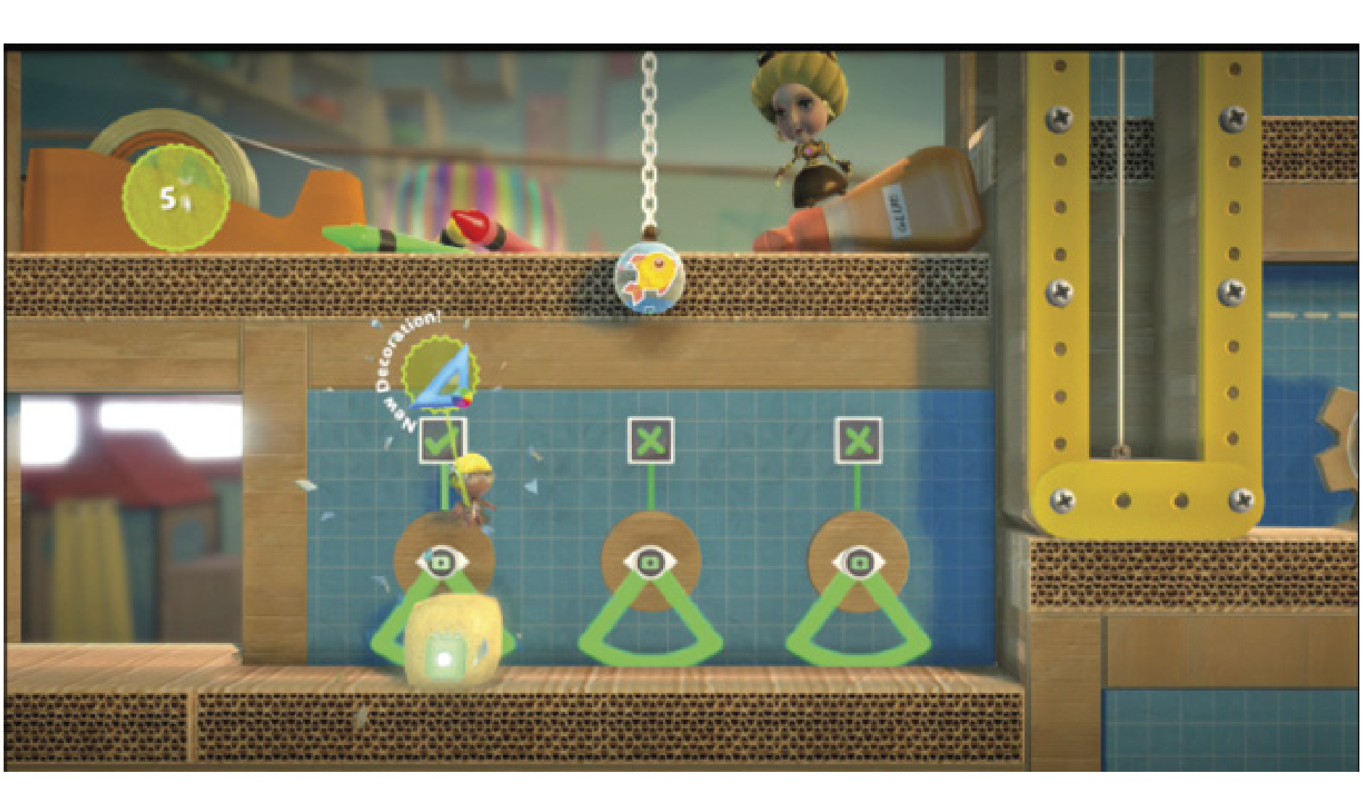
Collected All Gifts

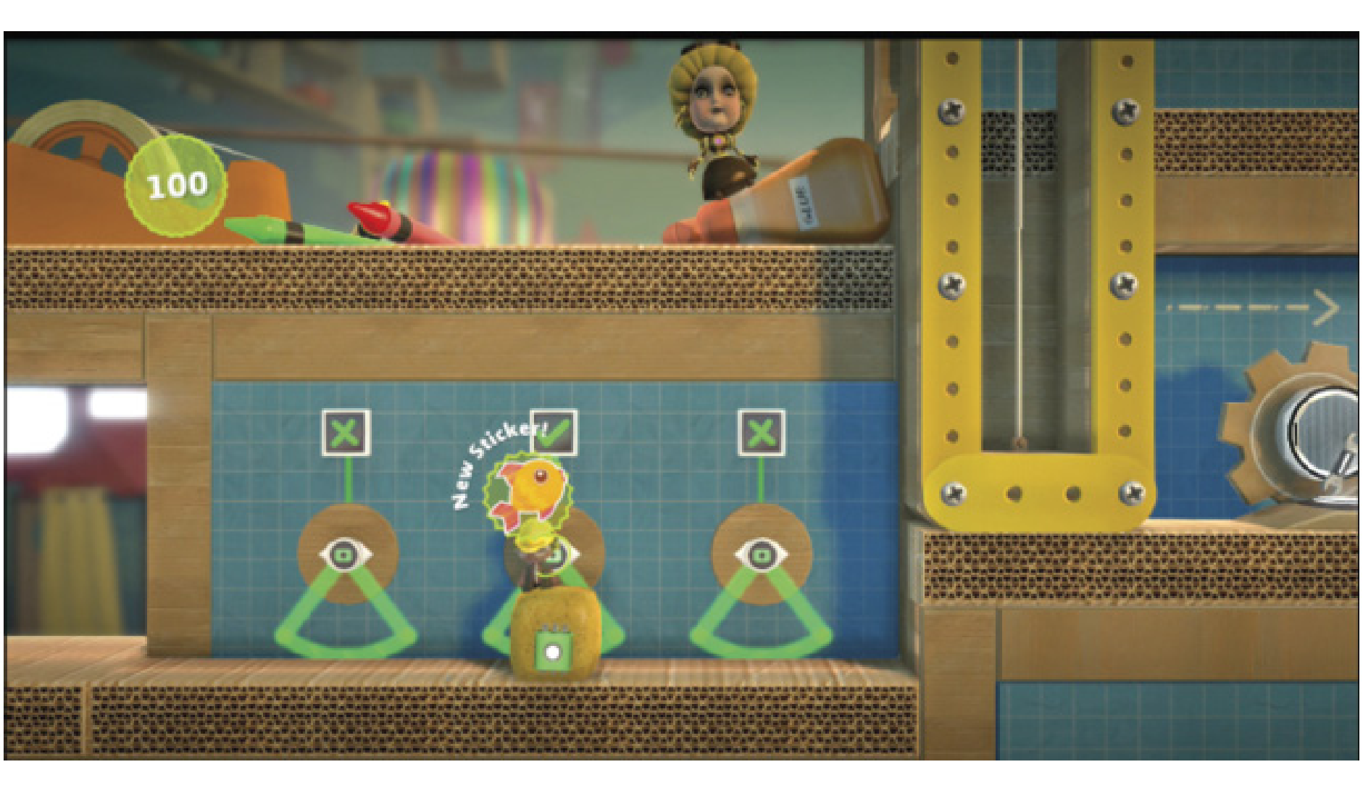
✓	PRIZE
	DENDY BUNSEN HOSE

Tags and Sensors allow your sack person to interact with objects without actually touching them. This can be useful when you're designing complex levels that require players to think outside the old box and trigger special actions. Give it a whirl, won't you?

Interacting with Objects in New Ways

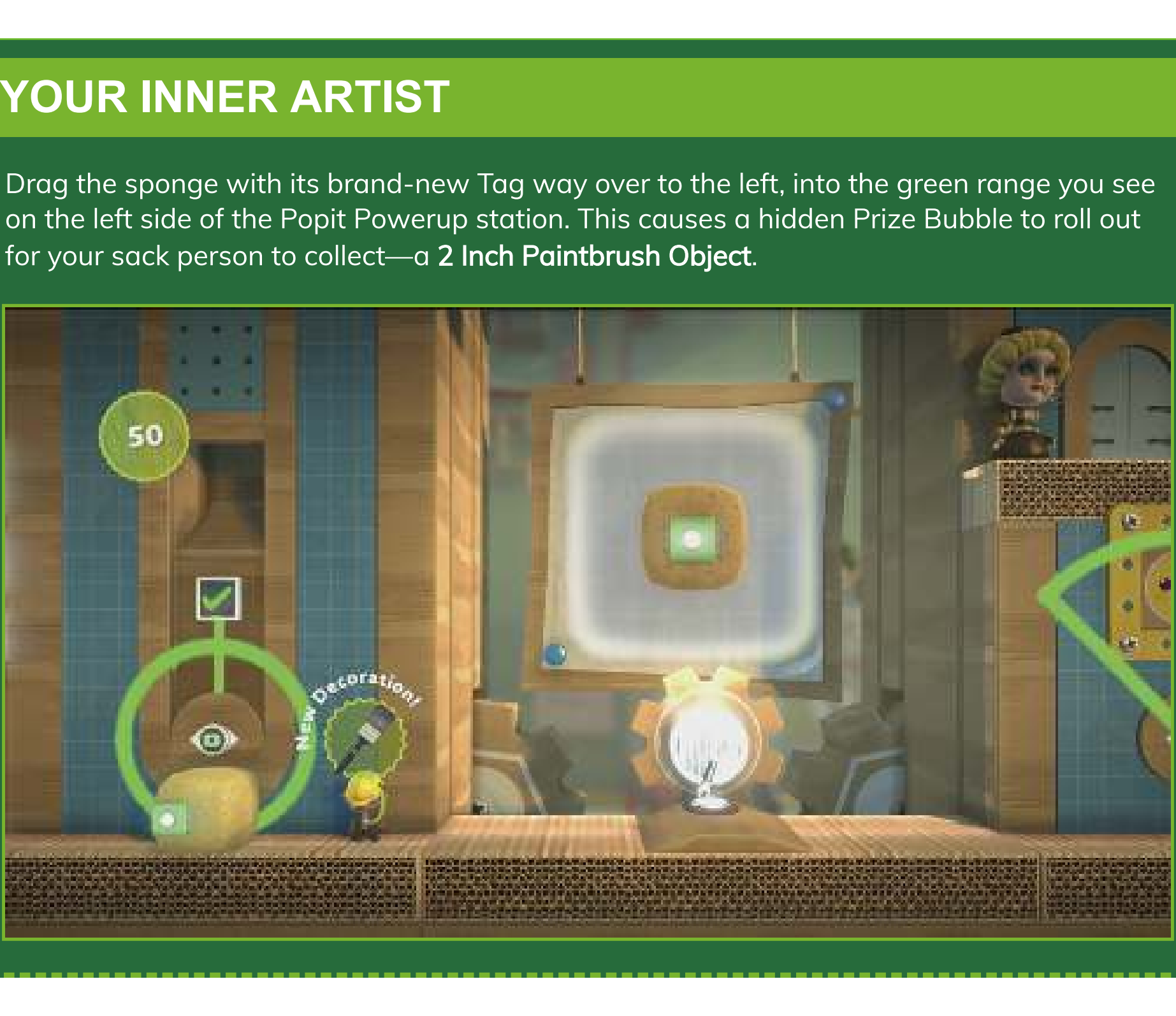
To equip a Tag, press ⬛ or the touch pad button to open up your Popit Menu, and then select your Tools bag. Once you've passed the first Popit Powerup in this level, you should be able to select the Tag here. Apply it to the sponge up ahead to release it, and then push the sponge in front of the Sensors to the right. When you leave the sponge under a Sensor, a Prize Bubble drops within reach. Go ahead and collect both of them in turn. These reward you with the **Set Square–45 Degrees Decoration** and **Goldfish Sticker**. The last Sensor opens up the next part of the level.

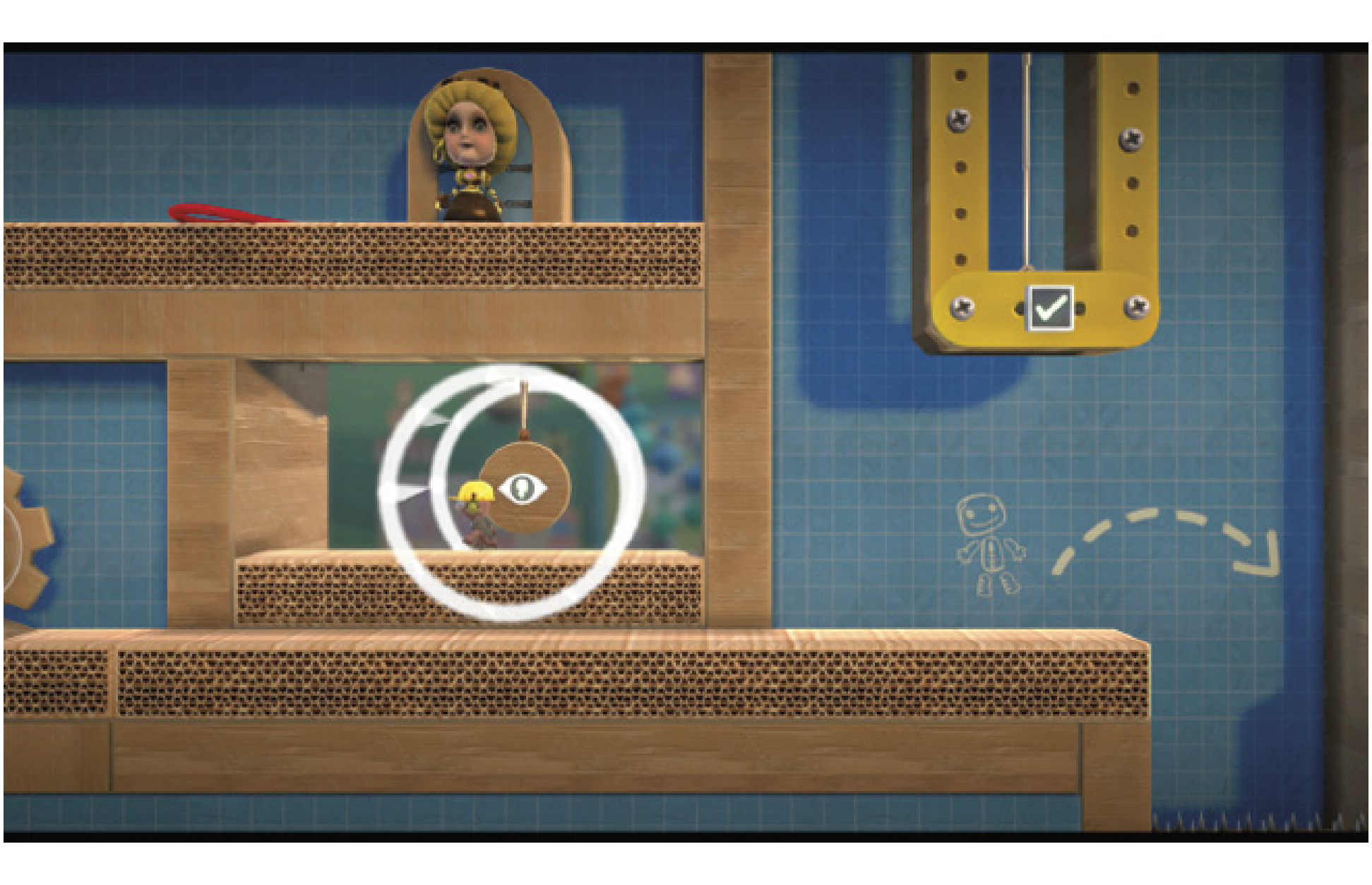




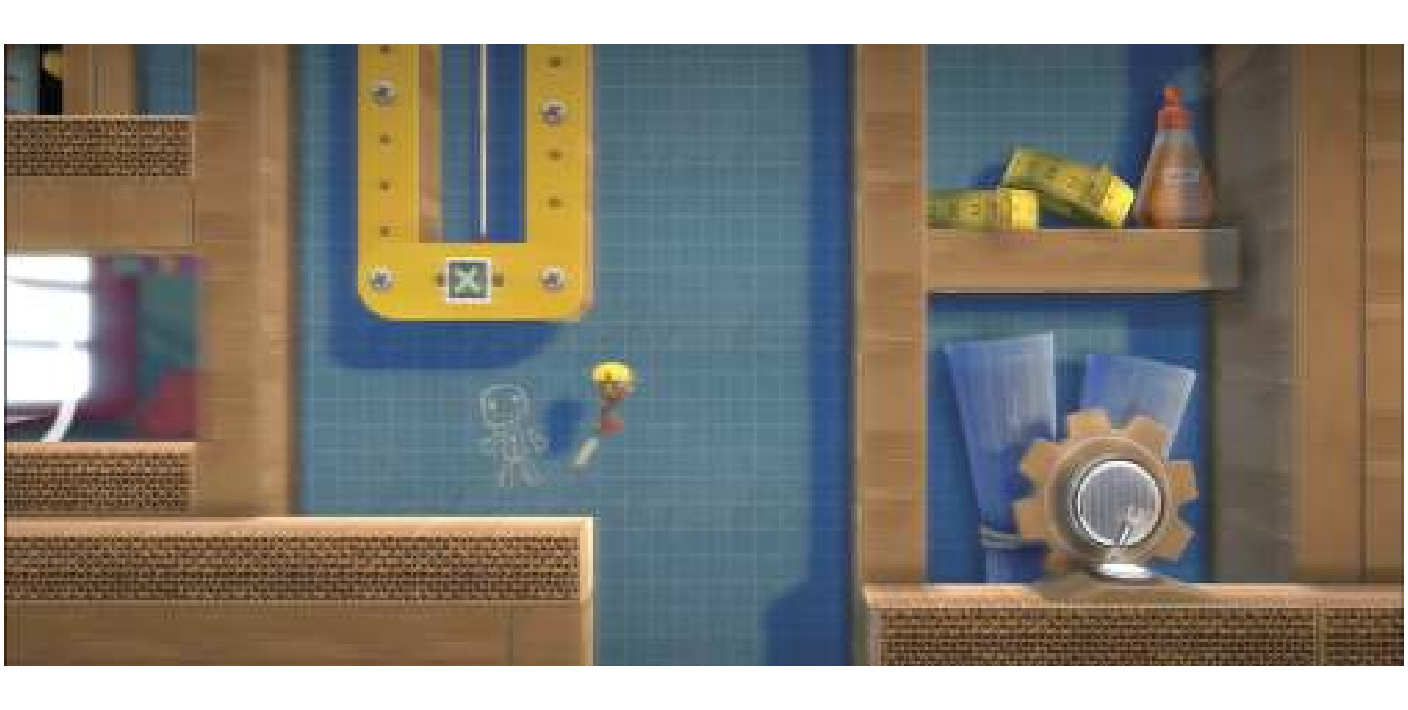
YOUR INNER ARTIST

Drag the sponge with its brand-new Tag way over to the left, into the green range you see on the left side of the Popit Powerup station. This causes a hidden Prize Bubble to roll out for your sack person to collect—a **2 Inch Paintbrush Object**.

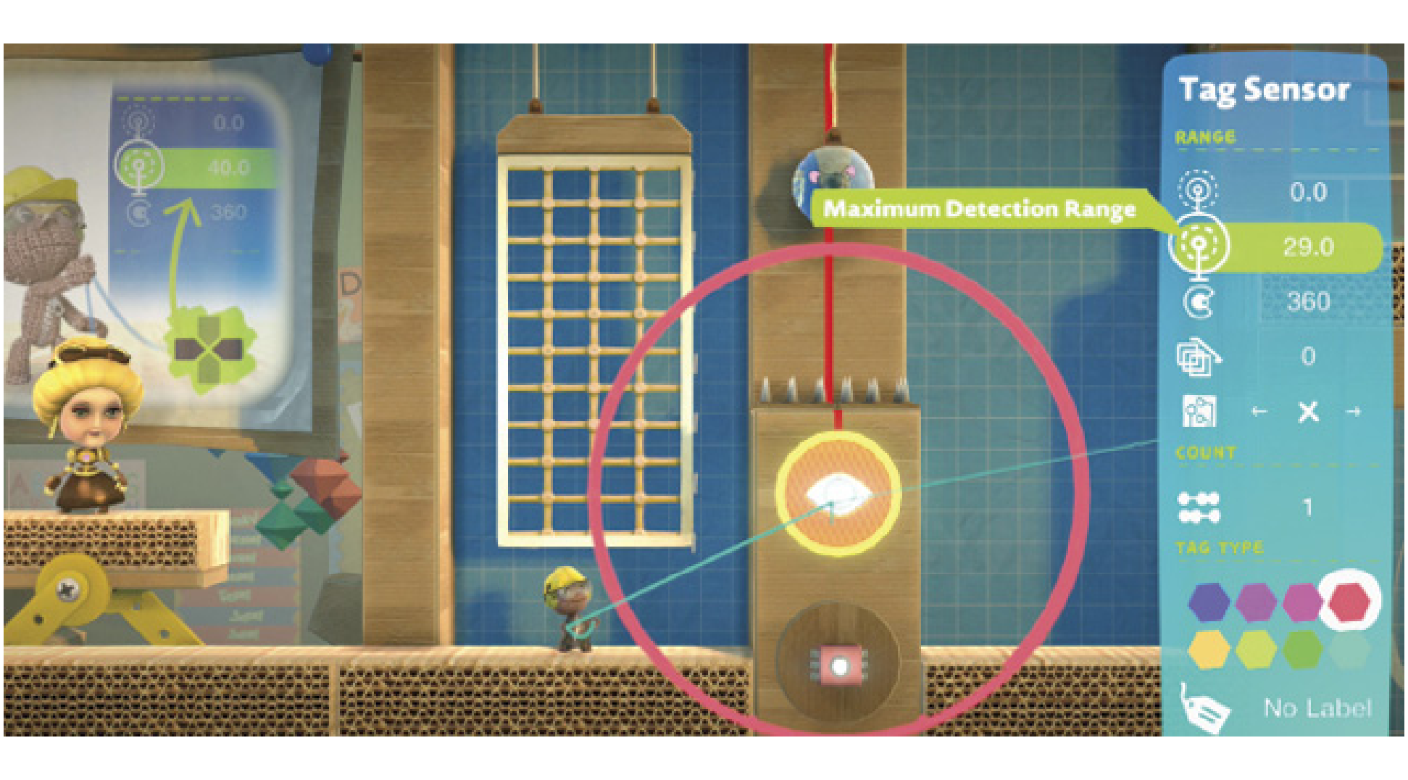




You can trigger Sensors just by being near them. Go ahead and jump onto the platform with the swinging Sensor, and see how your sack person's proximity triggers the yellow lift on the right. Run back and forth like a madman to stay within the appropriate radius, until the object to the right is lifted high enough that your sack person can then make the jump before it lowers again.

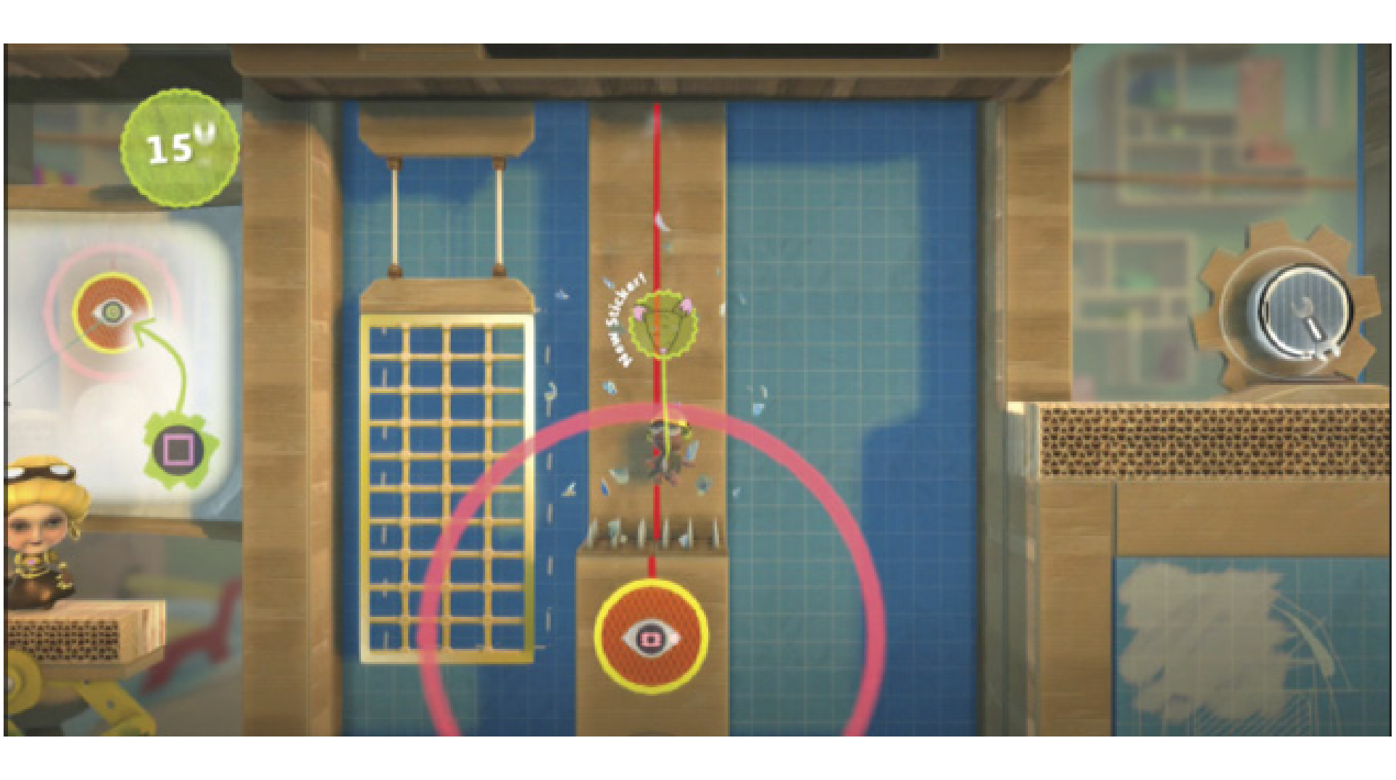


Sometimes, you may need to tweak the radius of a Sensor so it's easier for your sack person (or something else) to set it off. Up ahead, select the Tag Sensor with your Popit Cursor, and increase the Maximum Detection Range until the net moves to the left so your sack person can climb it. Jump onto it, and press R1 to begin your sack person's journey upward.

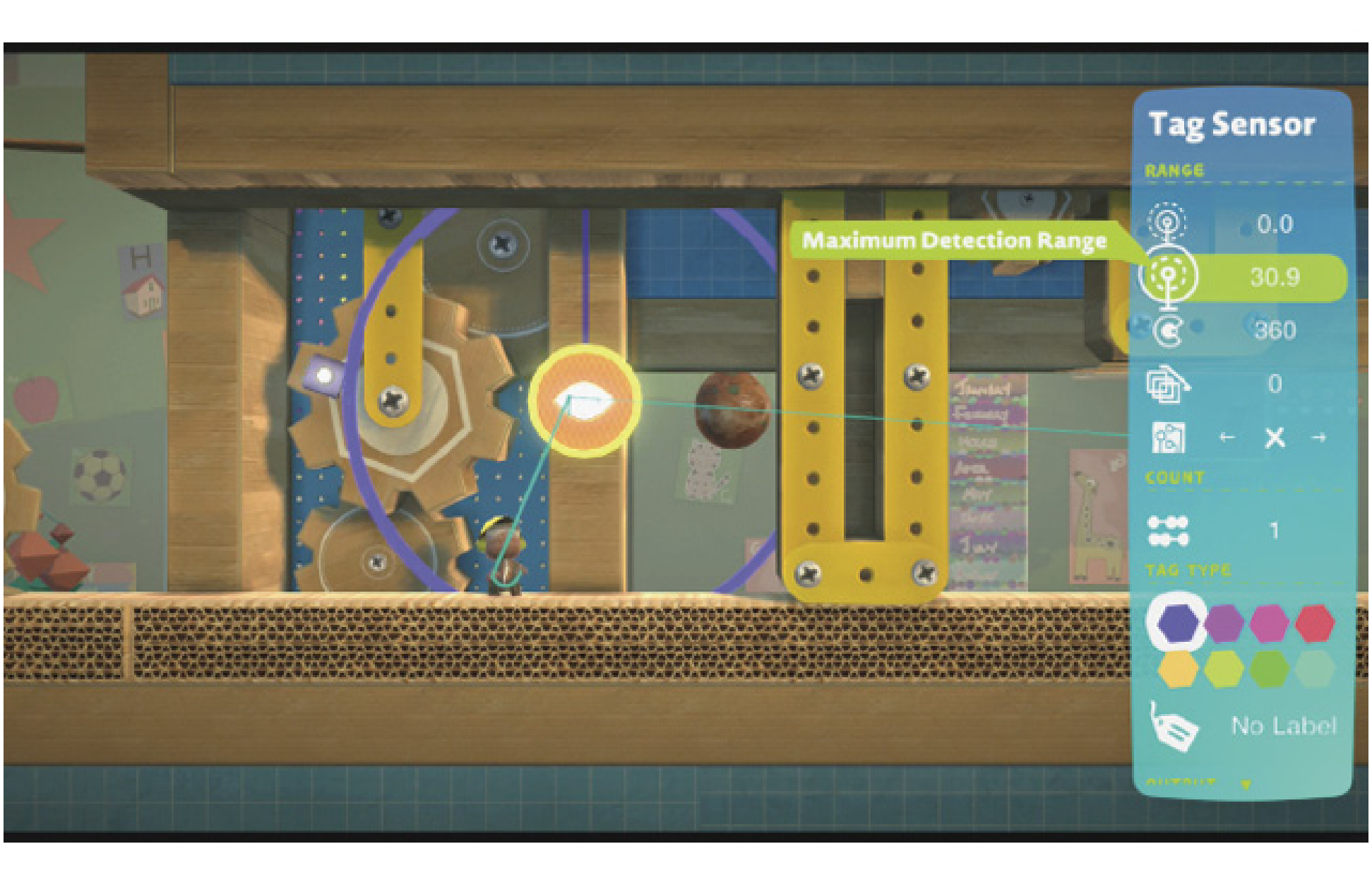


Now, jump over the spikes to collect the **Mouse Head Sticker** Prize Bubble on your way to the right.

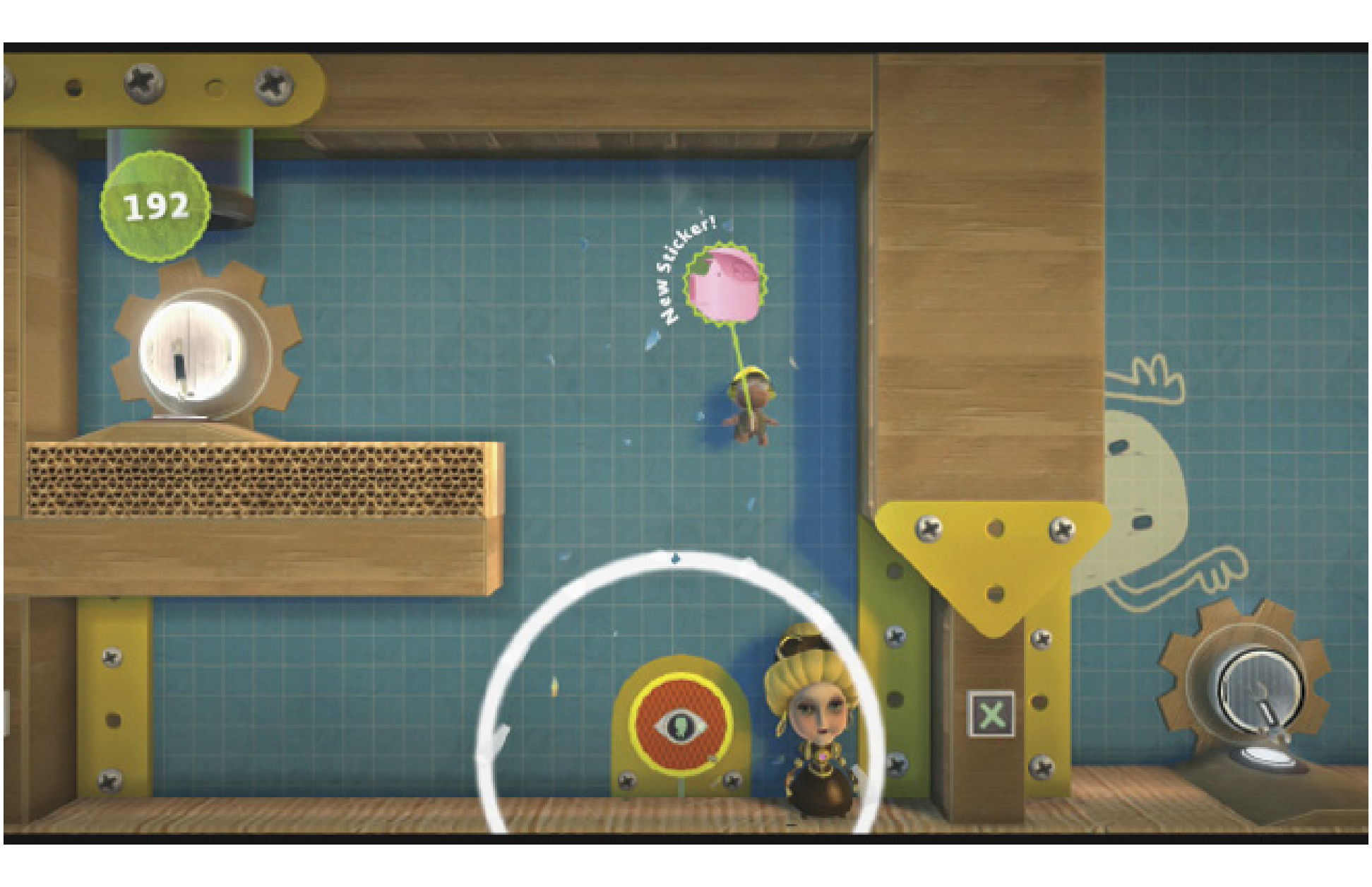
To reach the platform on the right, select the Sensor Tag a second time, and decrease the Maximum Detection Range so that the net moves back into its original position. There, that's much better—now your sack person can jump onto it and crawl to the top.



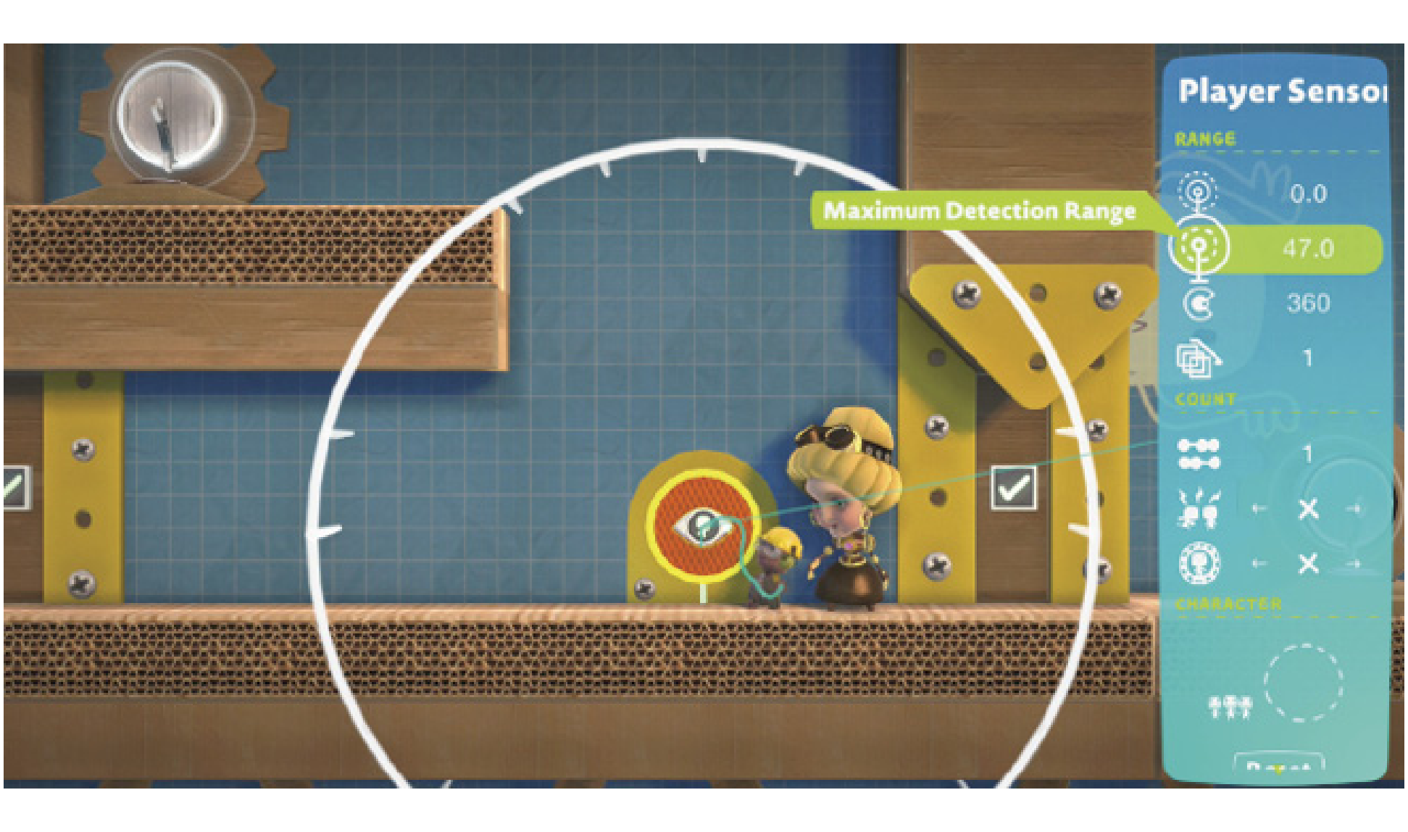
Move to the right, and select the next Sensor Tag with your Popit Cursor. Increase the Maximum Detection Range to adjust how rapidly the yellow gates raise and lower. The wider you make the range, the slower they move, giving your sack person a greater time frame to make the jog through. When you're finished tweaking the Sensor Tag, go ahead and whisk your sack person past the moving gates.



Jump through the tube, and traverse the tiny platform to make a jump for the **Pig Head Sticker** Prize Bubble.

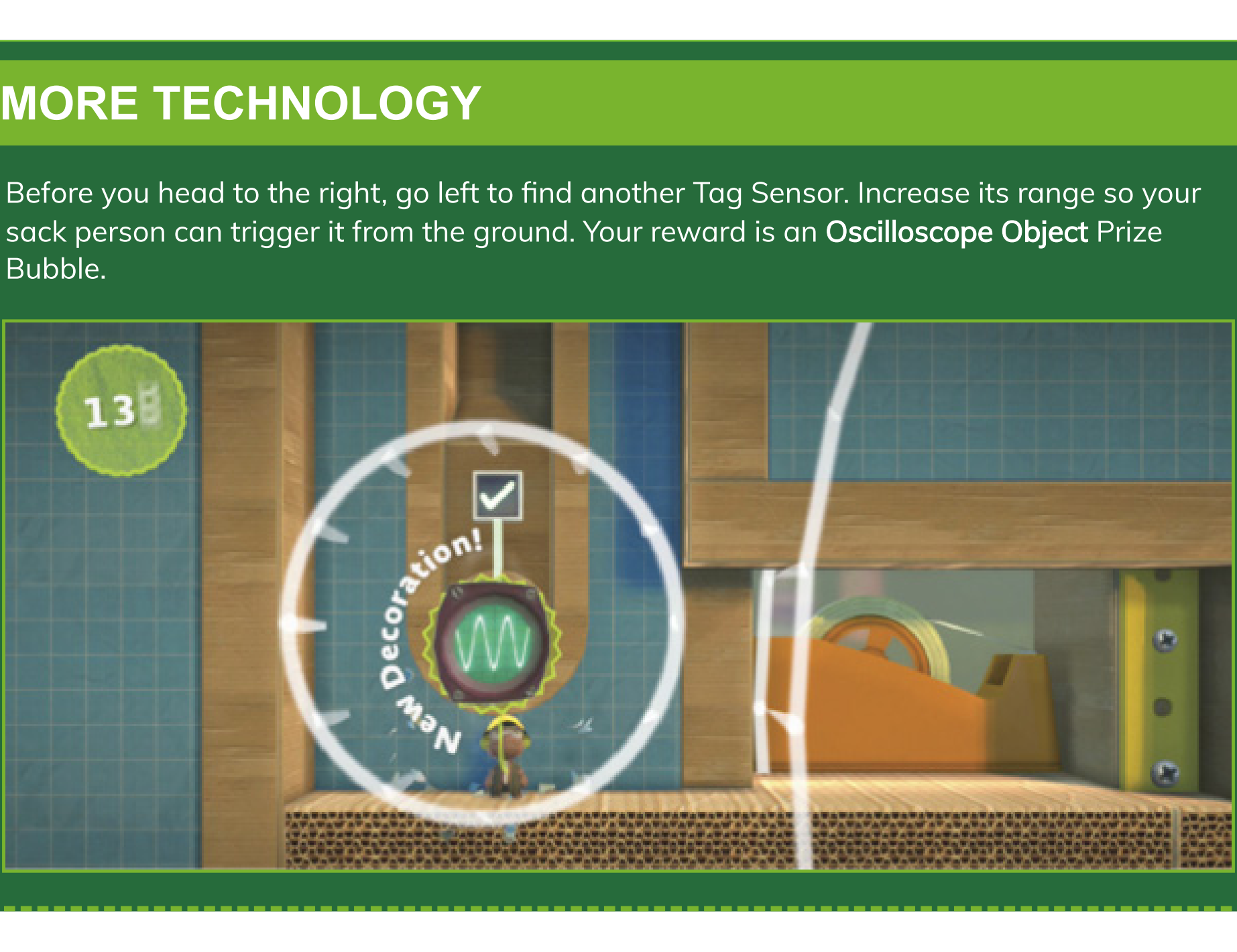


The Sensor Tag you see next is triggered when your sack person lands. However, due to its limited range, as soon as your sack person tries to toddle to the right, a panel shuts in their face. Select the Sensor Tag, and maximize its detection range so your sack person can safely make it through there.



MORE TECHNOLOGY

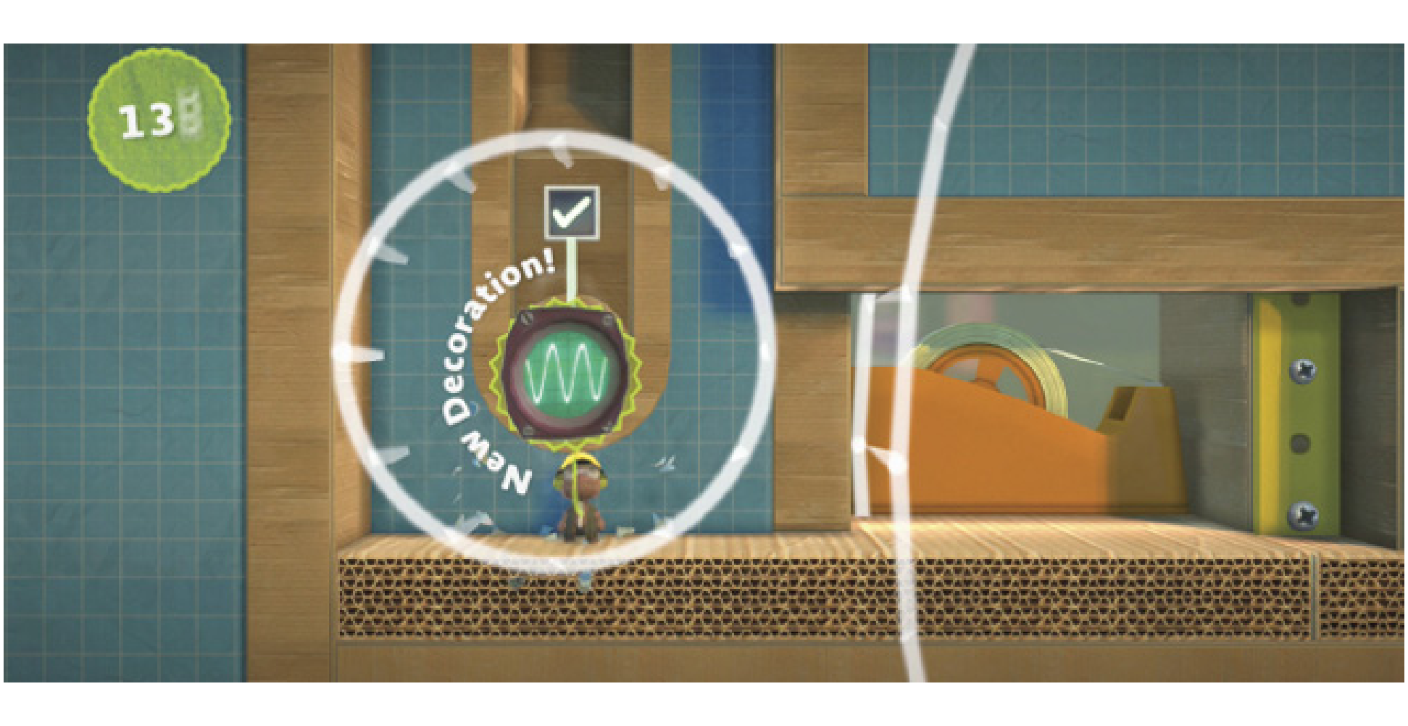
Before you head to the right, go left to find another Tag Sensor. Increase its range so your sack person can trigger it from the ground. Your reward is an **Oscilloscope Object** Prize Bubble.



What's Your Type?

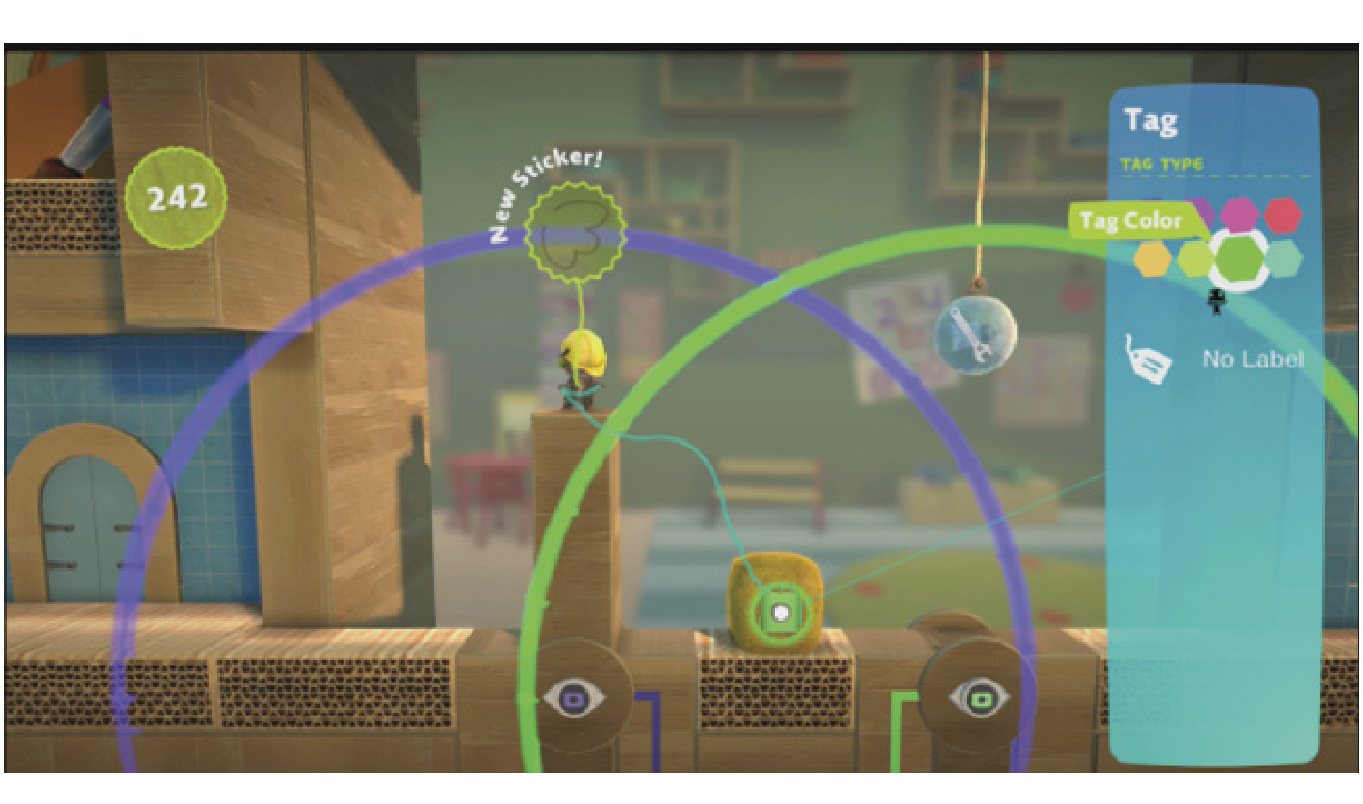
Tags and Tag Sensors come in Types, which you can adjust to pair Tags with specific Sensors (but not others). This is like color coding, so it's pretty, too.

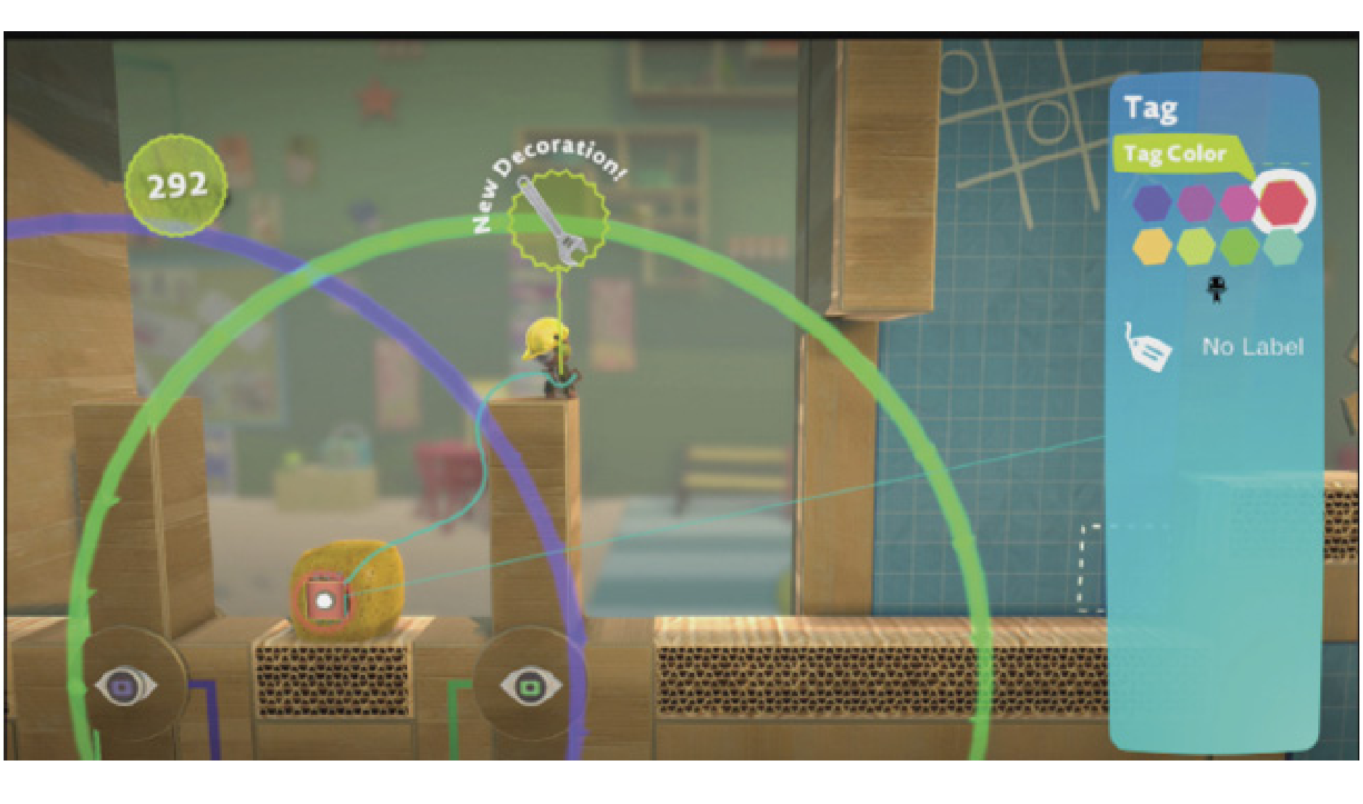
Give it a try with the sponge up ahead. The Sensor range is color-coded red, which means that you must place a red Tag on the sponge within range to release it. Place the Tag on the sponge first, and hold ⊗ as you're placing it to tweak it. Now, you can choose red as the Tag Color.

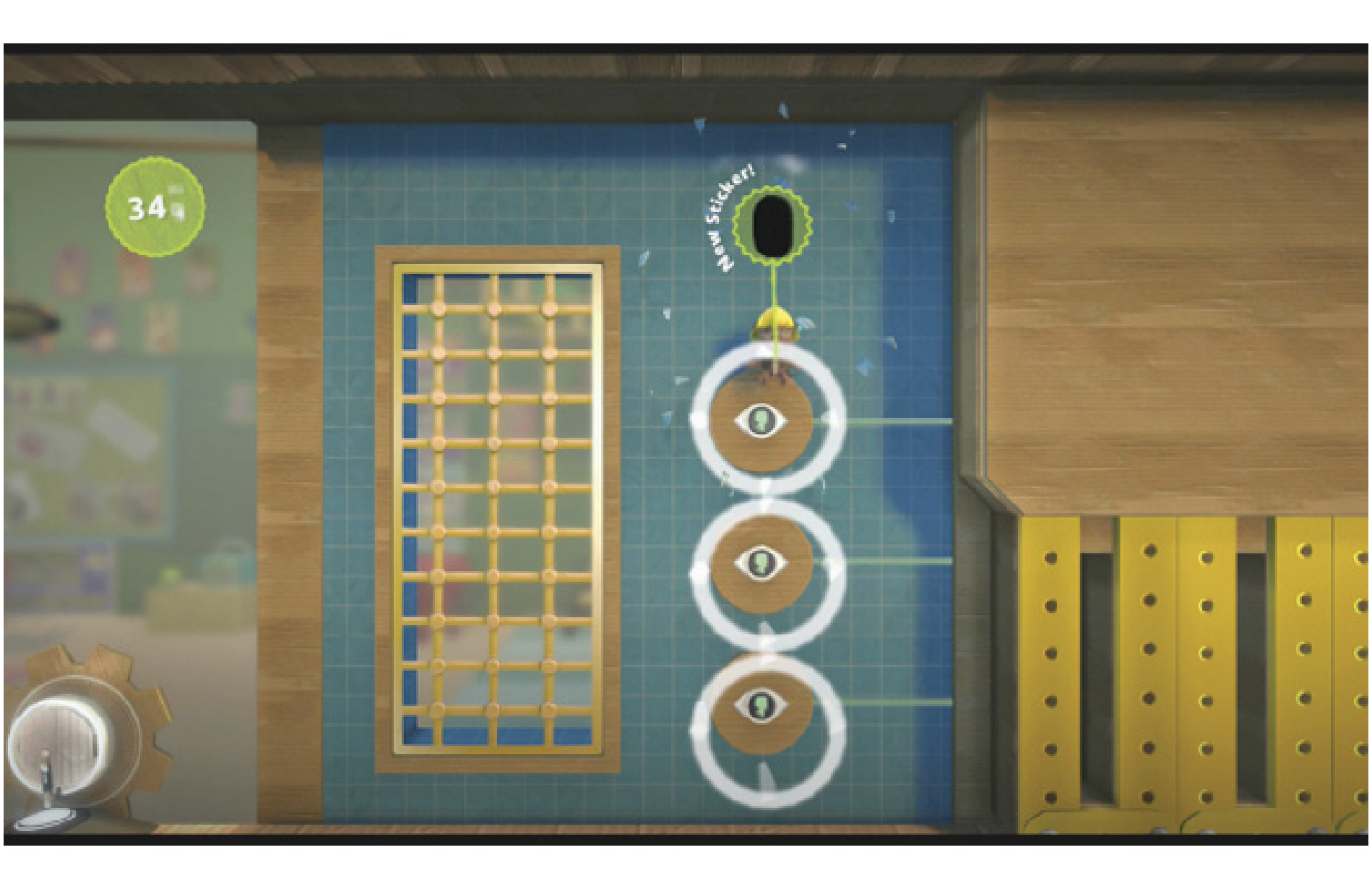


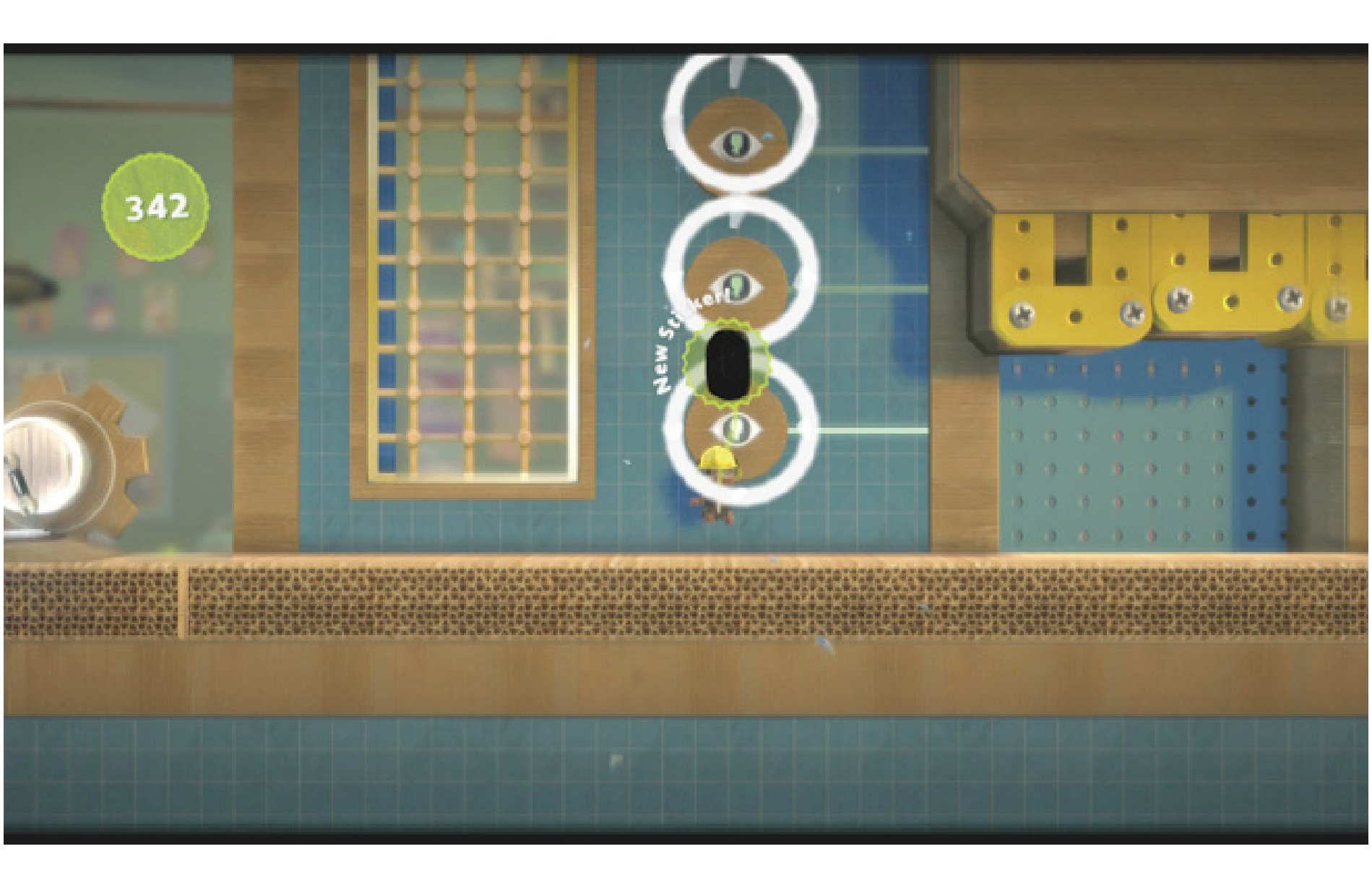
Push the sponge forward with R1 while moving your sack person. Do you see the ranges up ahead, each with a different color? Select the Tag you placed on the sponge to change its color; once it matches the Sensor range's color, its proximity triggers an action.

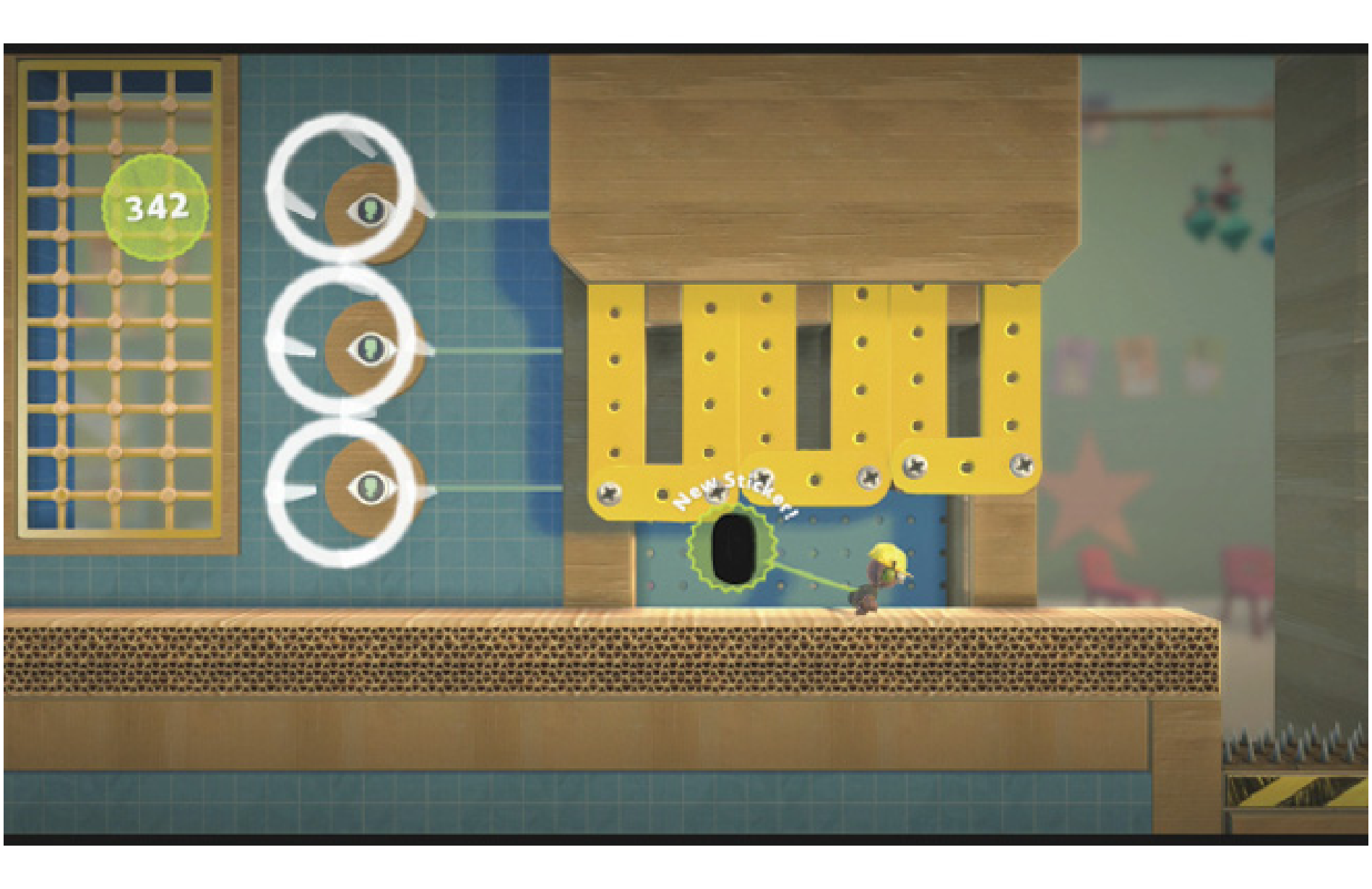
This time, your sack person needs to stand on the lift when it lowers to the ground. Now, use your Popit Cursor to select the sponge's Tag and change its color. This causes the lift to raise again, so your sack person can pop the Prize Bubble above. Do this for both the purple lift and the green lift: these Prize Bubbles grant you the **Chicken Wing Sticker** and **Adjustable Spanner Decoration**.







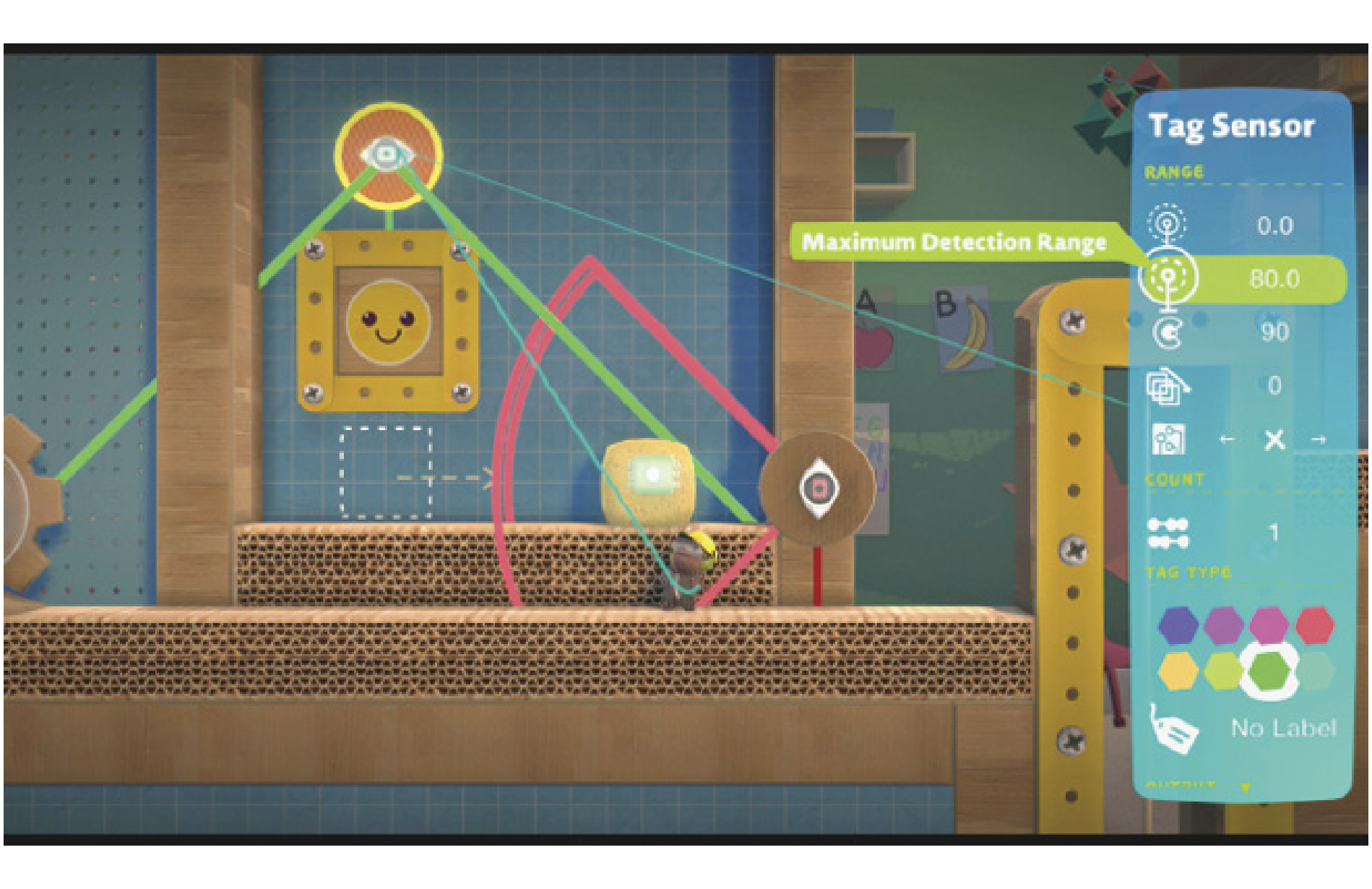


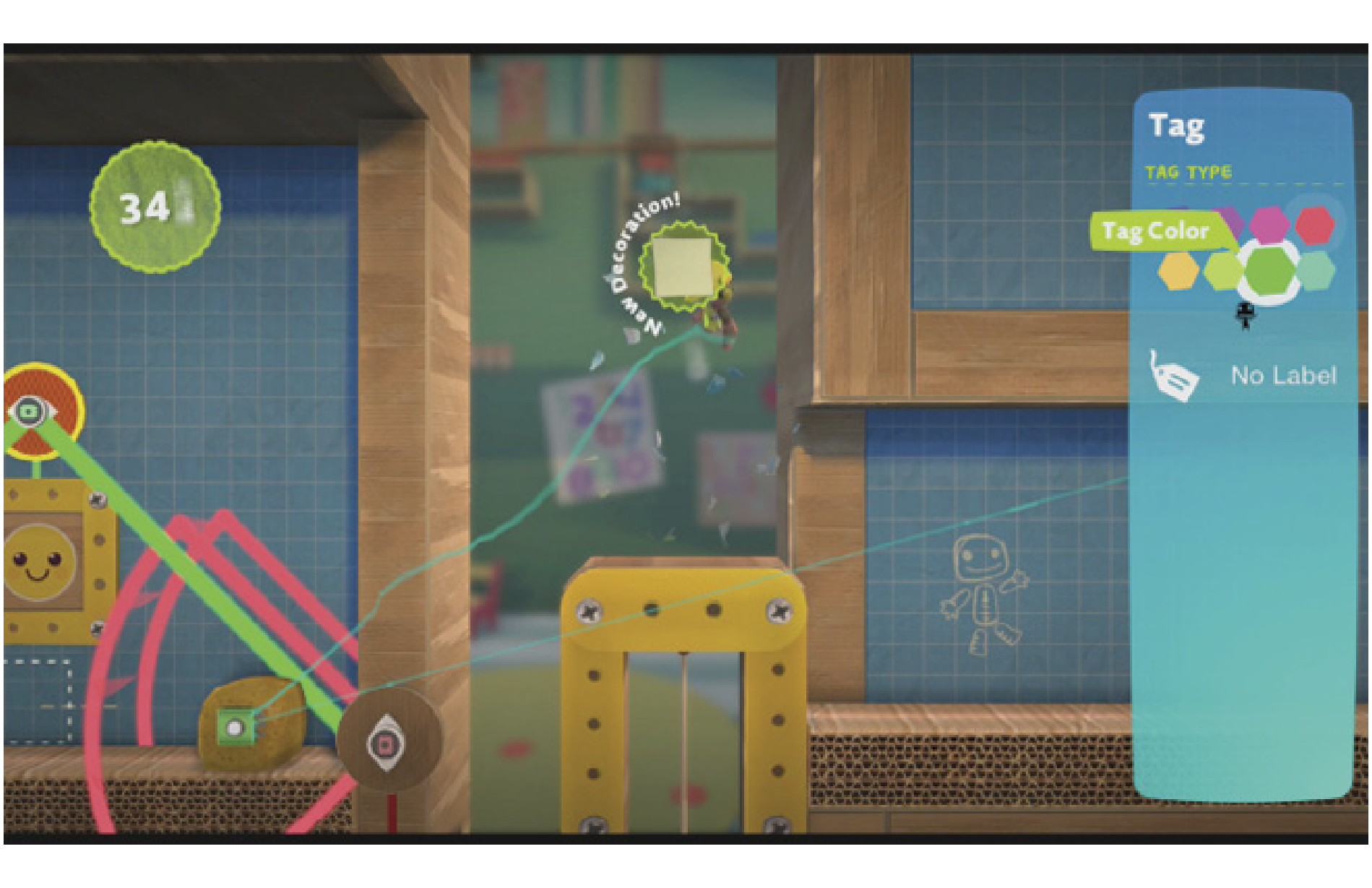


Use the sponge to climb onto the next platform. Now you're going to need the fastest, carefulest timing possible to make it through the yellow gates. These only open when your sack person is within the Sensor range. Climb the grates to the very top, and jump to the right to grab the Prize Bubble for the **Rounded Black Rectangle Sticker**. Fall straight down through the Sensors to open all of the yellow gates. Immediately when your sack person hits the bottom, run as quickly as possible under the gates before they close.

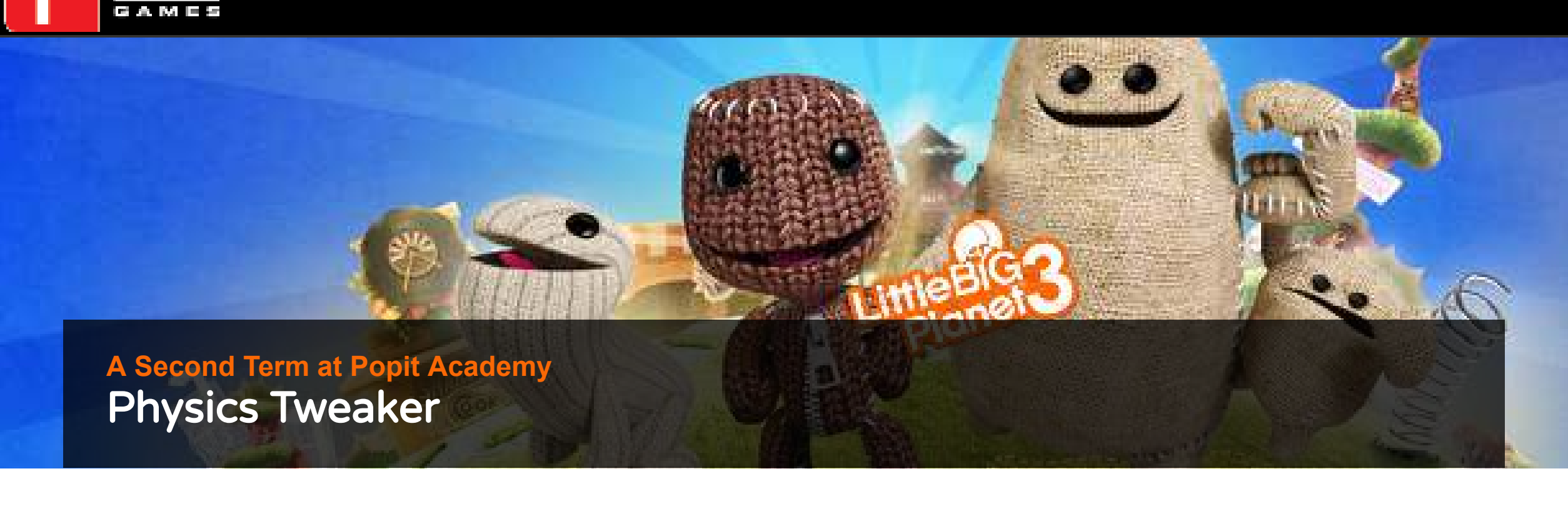
Keeping Things Moving

The next room is all about playing with Sensor ranges and Types. Select the green Tag Sensor at the top with your Popit Cursor, and then press ⬛ to tweak its properties. Increase its Maximum Detection Range to overlap with the red Sensor range beside it, so you can place your sponge in both ranges at the same time.



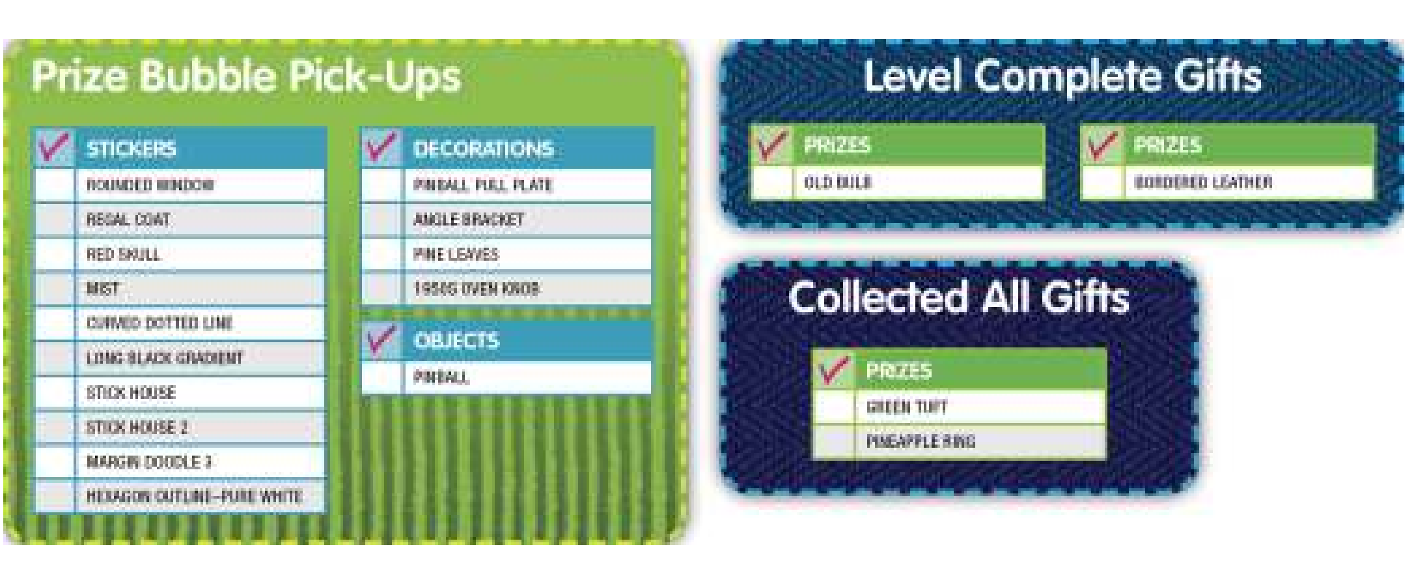


Now, place a red Tag on the sponge, and move it in range of both Tag Sensors. This lowers the yellow gate so your sack person can jump aboard. Use your Popit Cursor to select that same Tag again and turn it green. When the gate lifts, your sack person can jump to catch the Prize Bubble


LittleBIG Planet 3

A Second Term at Popit Academy

Physics Tweaker



Prize Bubble Pick-Ups

☑	STICKERS
☐	ROUNDED WINDOW
☐	REGAL COAT
☐	RED SKULL
☐	MIST
☐	CURVED DOTTED LINE
☐	LONG BLACK GRADIENT
☐	STICK HOUSE
☐	STICK HOUSE 2
☐	MARGIN DOODLE 3
☐	HEXAGON OUTLINE–PURE WHITE

☑	DECORATIONS
☐	PINBALL PULL PLATE
☐	ANGLE BRACKET
☐	PINE LEAVES
☐	1950S OVEN KNOB

☑	OBJECTS
☐	PINBALL

Level Complete Gifts

☑	PRIZES
☐	OLD BULB

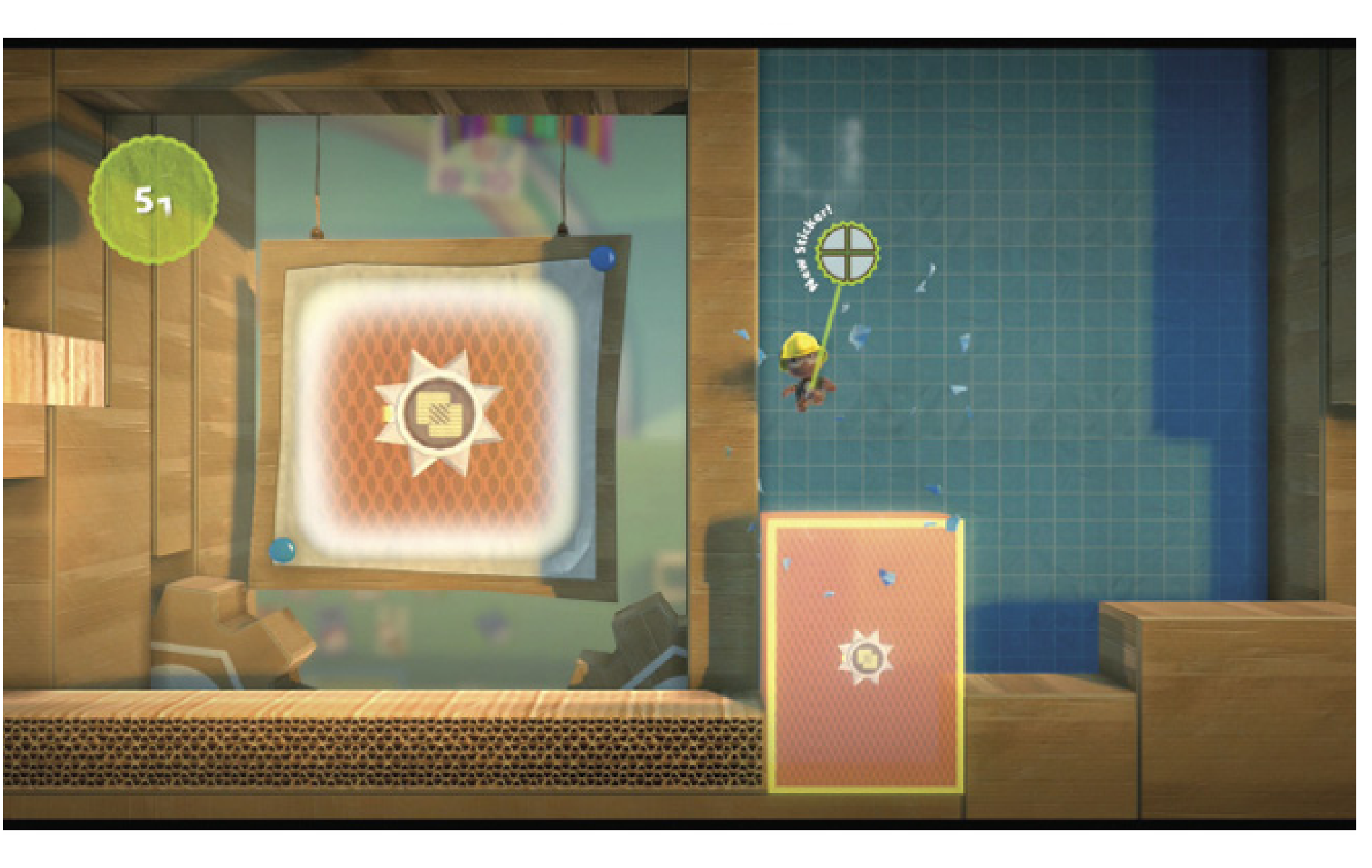
☑	PRIZES
☐	BORDERED LEATHER

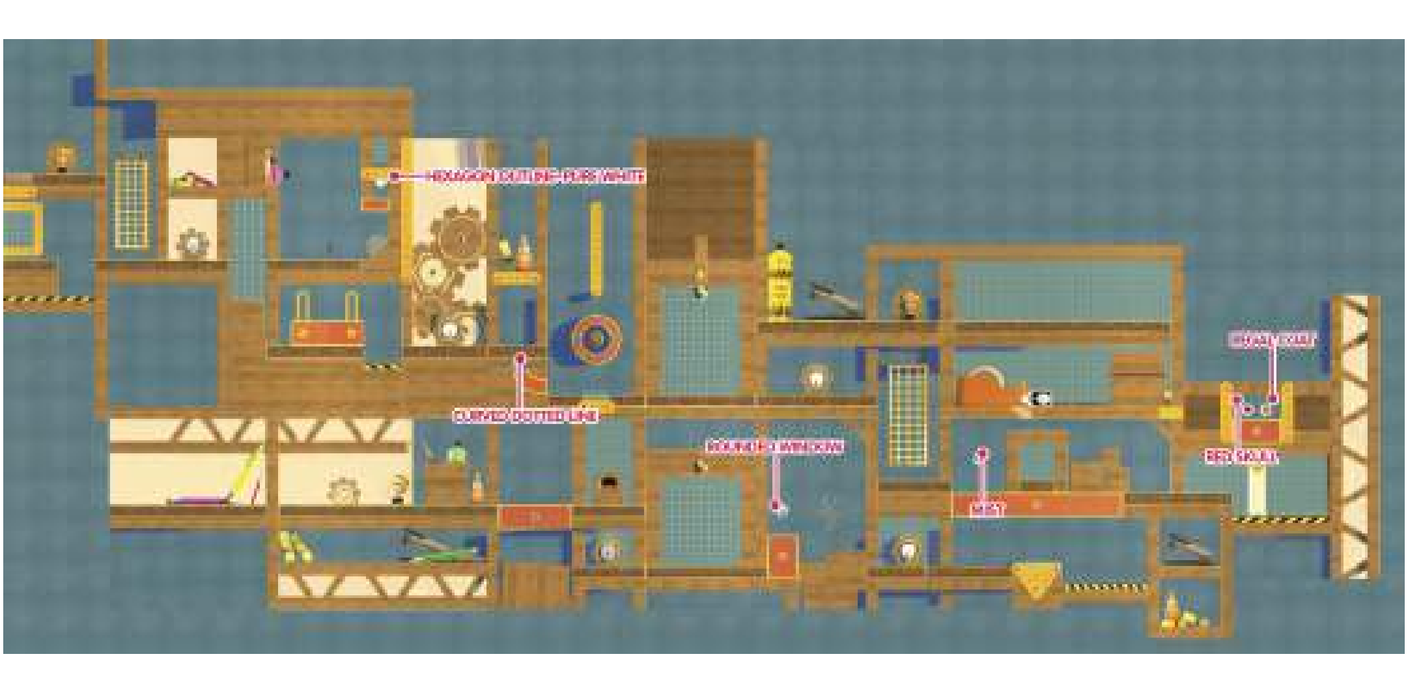
Collected All Gifts

☑	PRIZES
☐	GREEN TUFT
☐	PINEAPPLE RING

The Physics Tweaker lets you do all kinds of fun things with the physical properties of your objects.

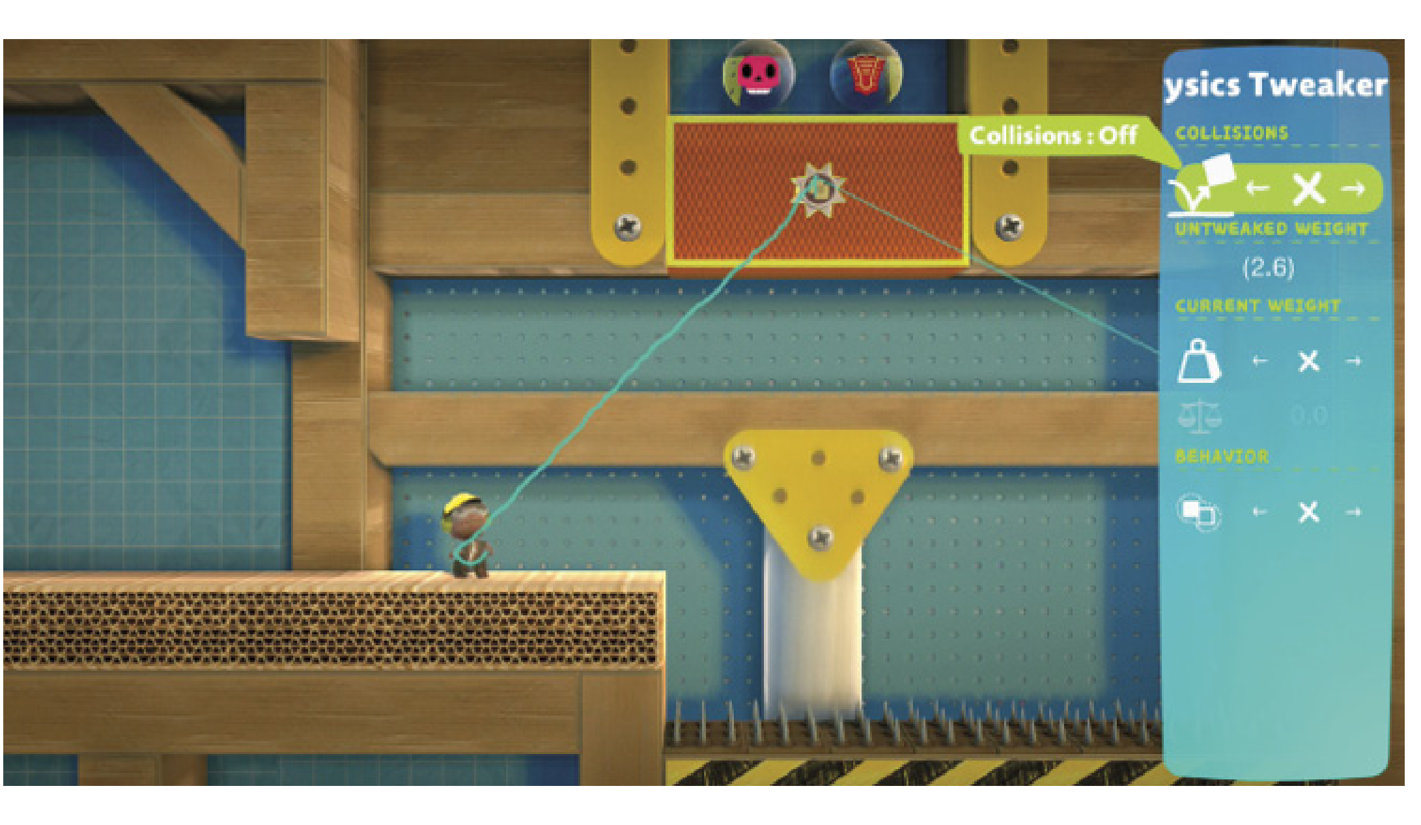
Your first objective is to reach the Prize Bubble dangling high over the orange rectangle up ahead. At first, your sack person can jump straight through the rectangle. Right now, that's a good thing! Once your sack person is on the right side of it, select the Physics Tweaker with your Popit Cursor, and press ■ to tweak its properties. Set Collisions to On so that your sack person can jump on the object and reach the Prize Bubble. Your sack person must be on the higher platform on the right side to get a running start onto the rectangle. Then, they can easily jump up to collect the **Rounded Window Sticker**.


51
New Sticker!

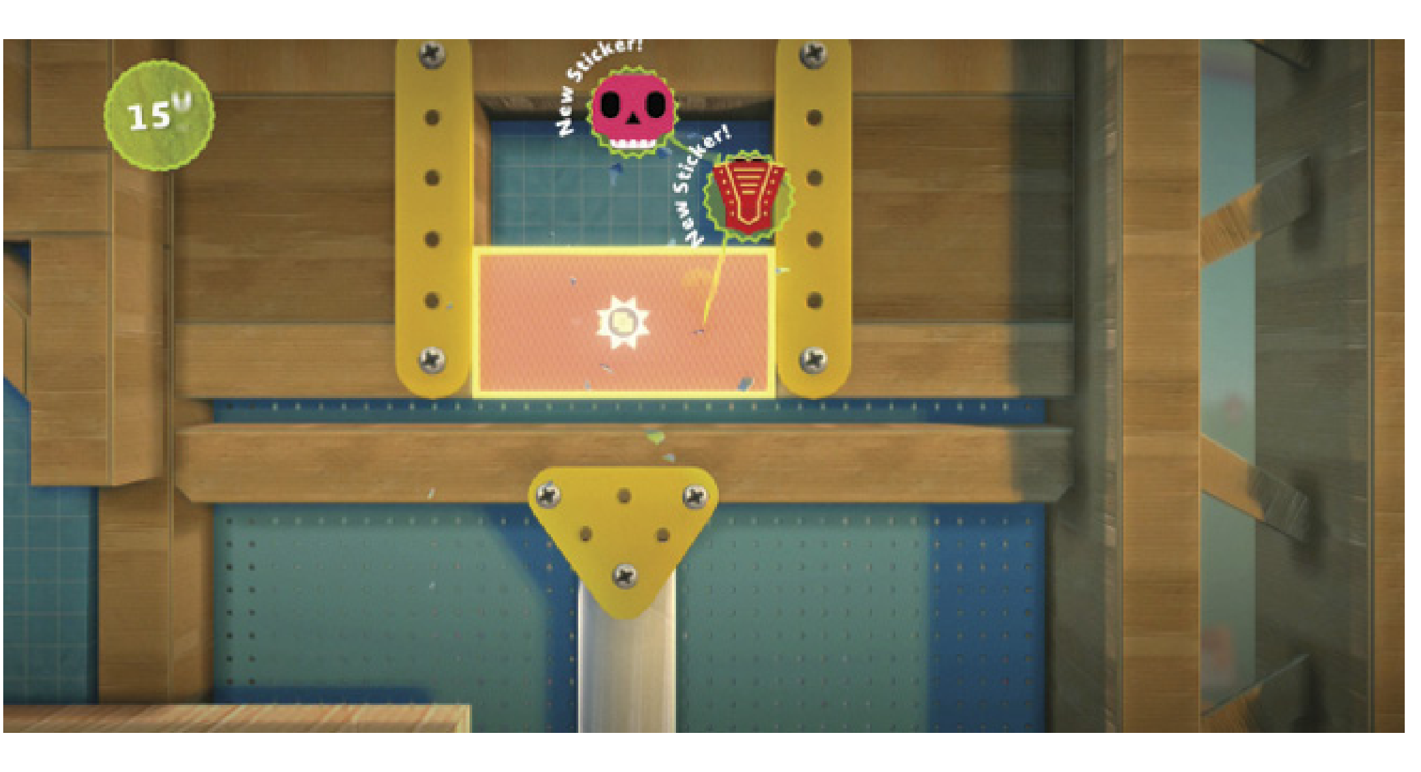

HEXAGON OUTLINE–PURE WHITE
CURVED DOTTED LINE
ROUNDED WINDOW
MIST
REGAL COAT
RED SKULL

Move to the right, and jump on the Bounce Pad platform there. Your sack person needs to leap directly on through the orange rectangle above it. Select its Physics Tweaker, and set Collisions to Off. Now, your sack person can jump onto the little platform above. Select the Physics Tweaker again to solidify the rectangle (turn Collisions on) so your sack person can walk on it safely without falling through.

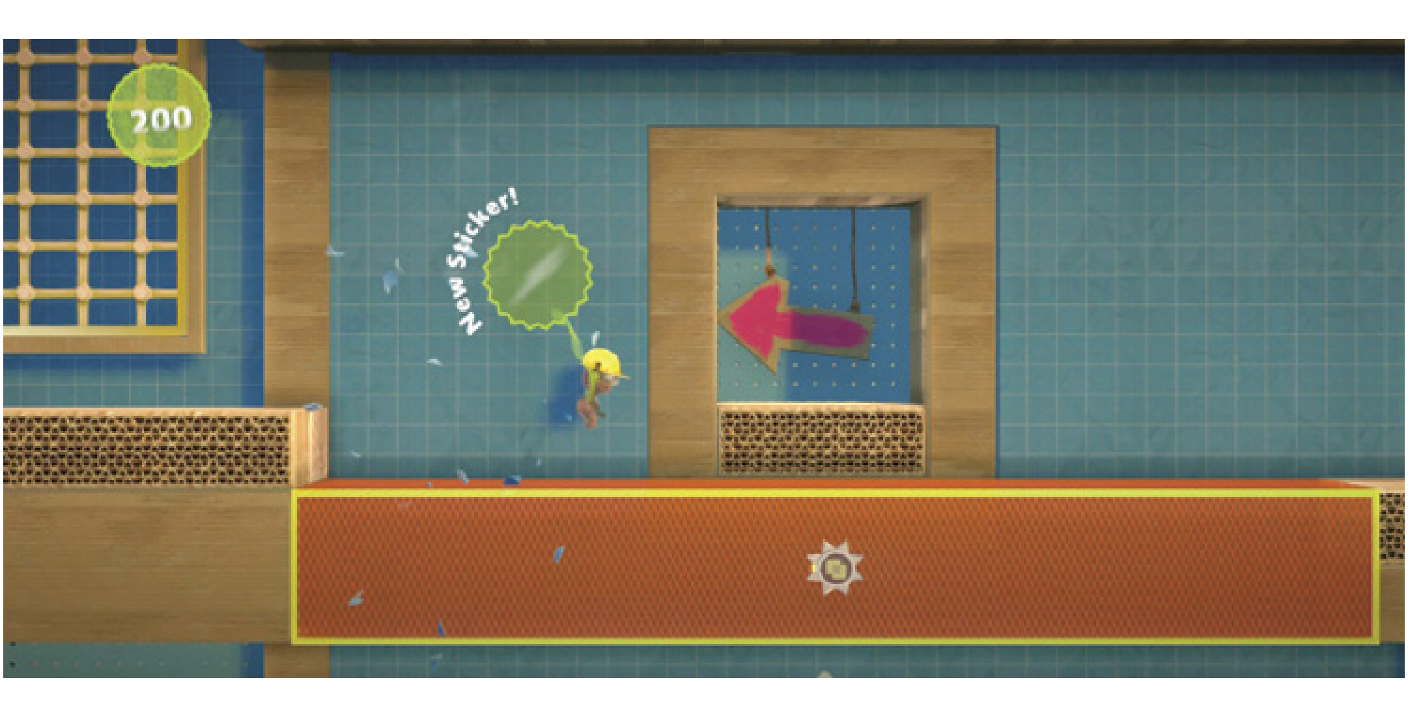
Although the arrow points you to the left, where your lesson should carry on, it's a good idea to go right first. That's because there are two Prize Bubbles stashed away in this hidden room, just waiting to be unleashed. See them perched up there?


ysics Tweaker
Collisions : Off
COLLISIONS
UNTWEAKED WEIGHT
(2.6)
CURRENT WEIGHT
BEHAVIOR

At first glance, it seems that the orange rectangle is blocking your sack person from the Prize Bubbles. But if you use your Popit Cursor to select its Physics Tweaker, you can turn off Collisions so that your sack person can pass straight through it. Now jump onto the pumping platform, get underneath the bubbles, and leap to pop them. This grants you the **Regal Coat Sticker** and **Red Skull Sticker**.


15
New Sticker!
New Sticker!

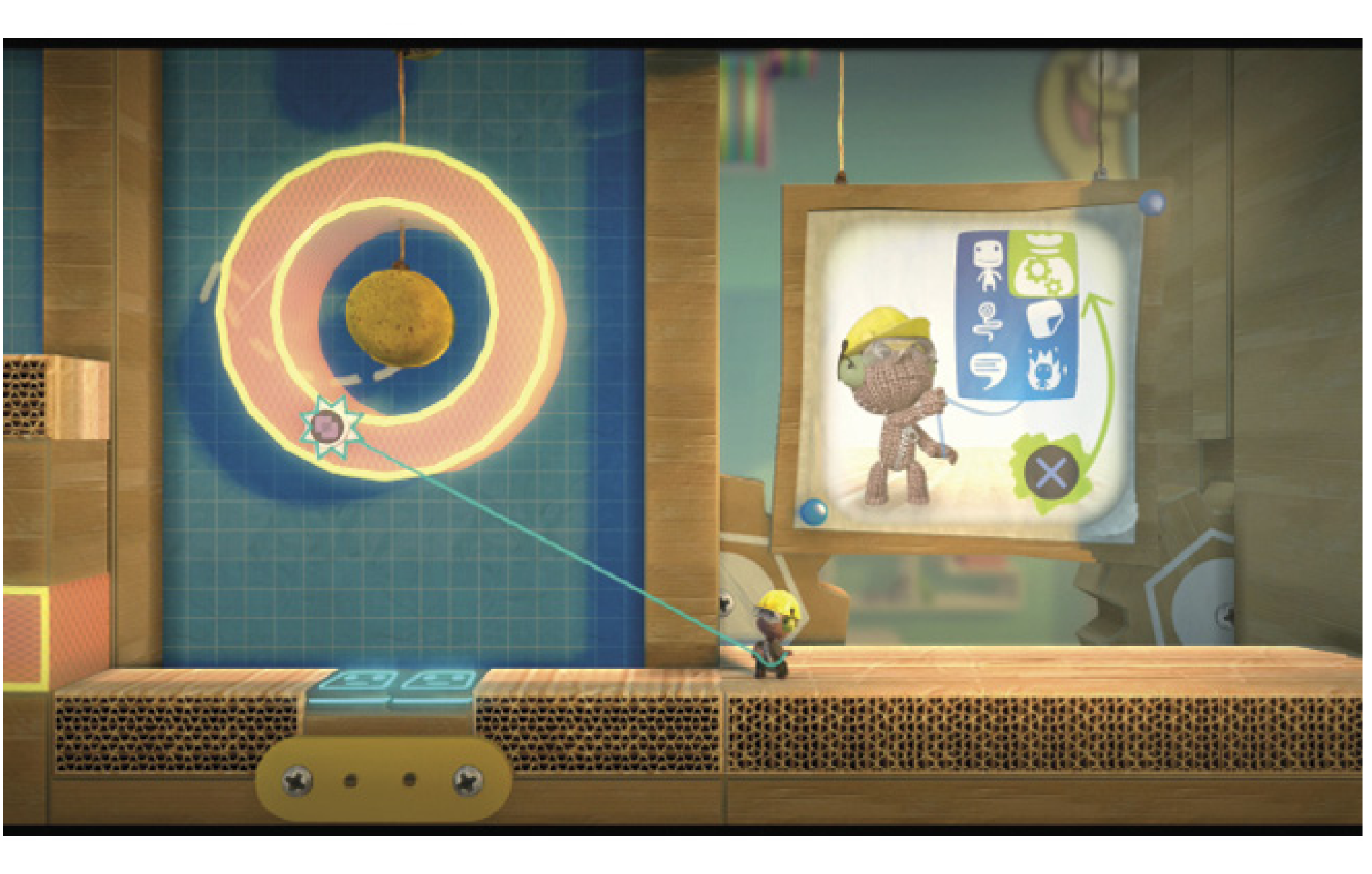
Return to the left to make your way on through the lesson. Jump for the Prize Bubble along the way—though your sack person may have to get onto the platform ahead and jump back to reach it! This bubble awards the **Mist Sticker**.


200
New Sticker!

Planting Your Own Physics Tweakers

Now it's time to start creating your own Tweakers. Climb up the mesh to the next part of your lesson. Here, you can open up your Tools bag from the Popit Menu and select Physics Tweaker. Now, place the Tweaker on the orange ring. See the Bounce Pad and the sponge there? Your sack person should jump on the Bounce Pad, latch onto the sponge, and leap to the platform way up on the left. That means you must be able to travel through the orange ring—hence the importance of the Physics Tweaker.

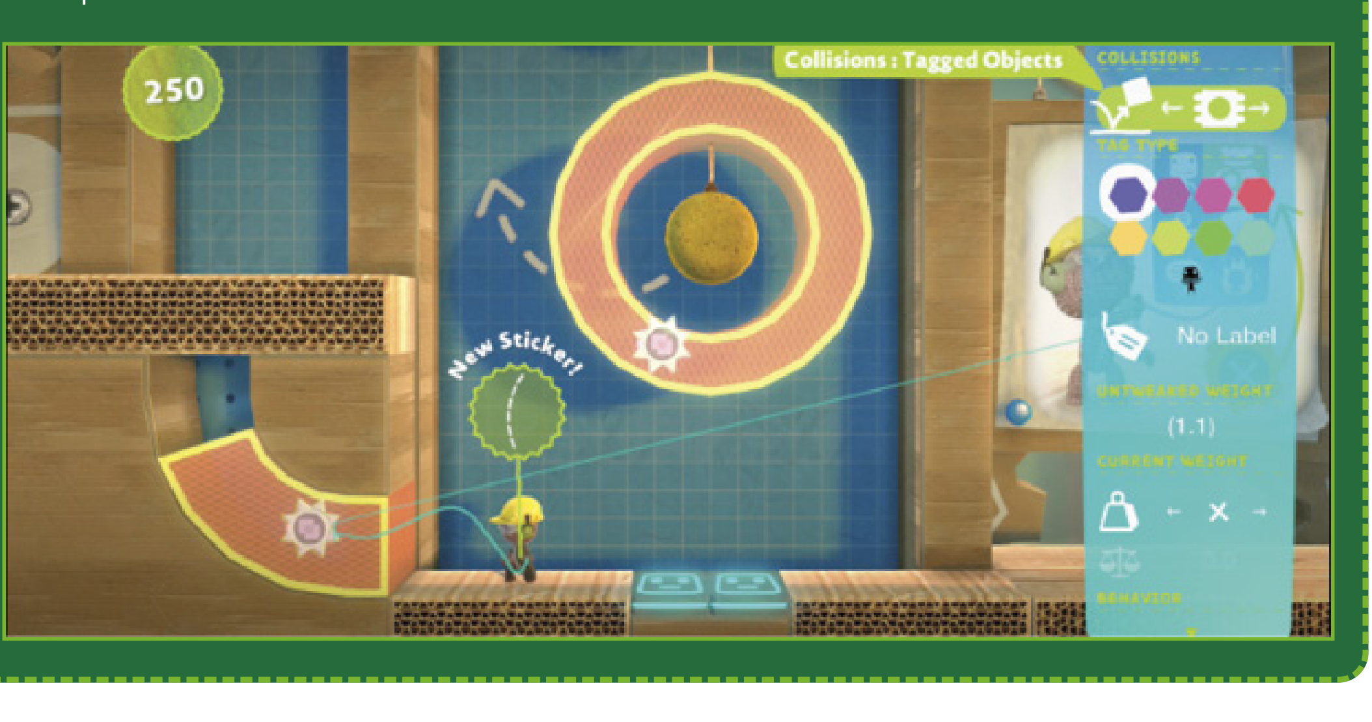
Once you have planted the Physics Tweaker on the orange ring, select it, and press ■ to adjust the ring's properties. Turn Collisions off so your sack person can leap straight through it, then use the Bounce Pad and sponge to swing to the next platform on the left.

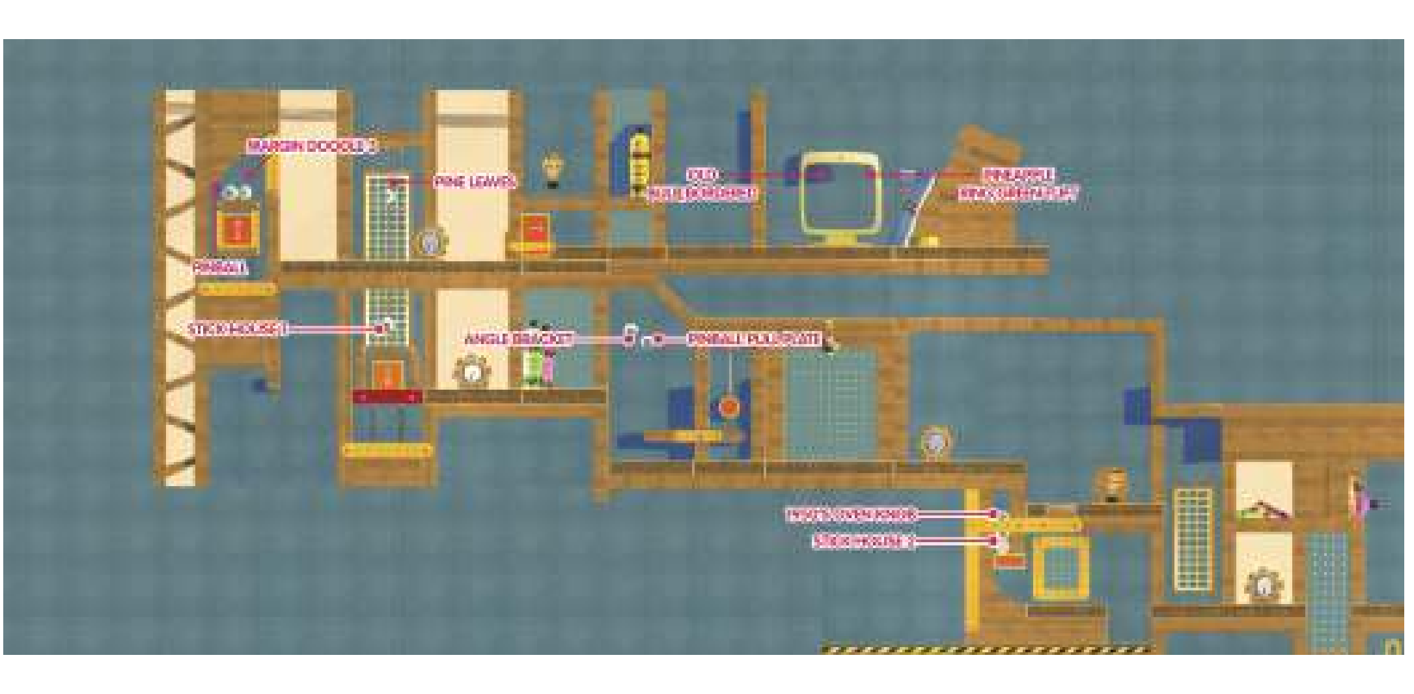


TUCKED AWAY

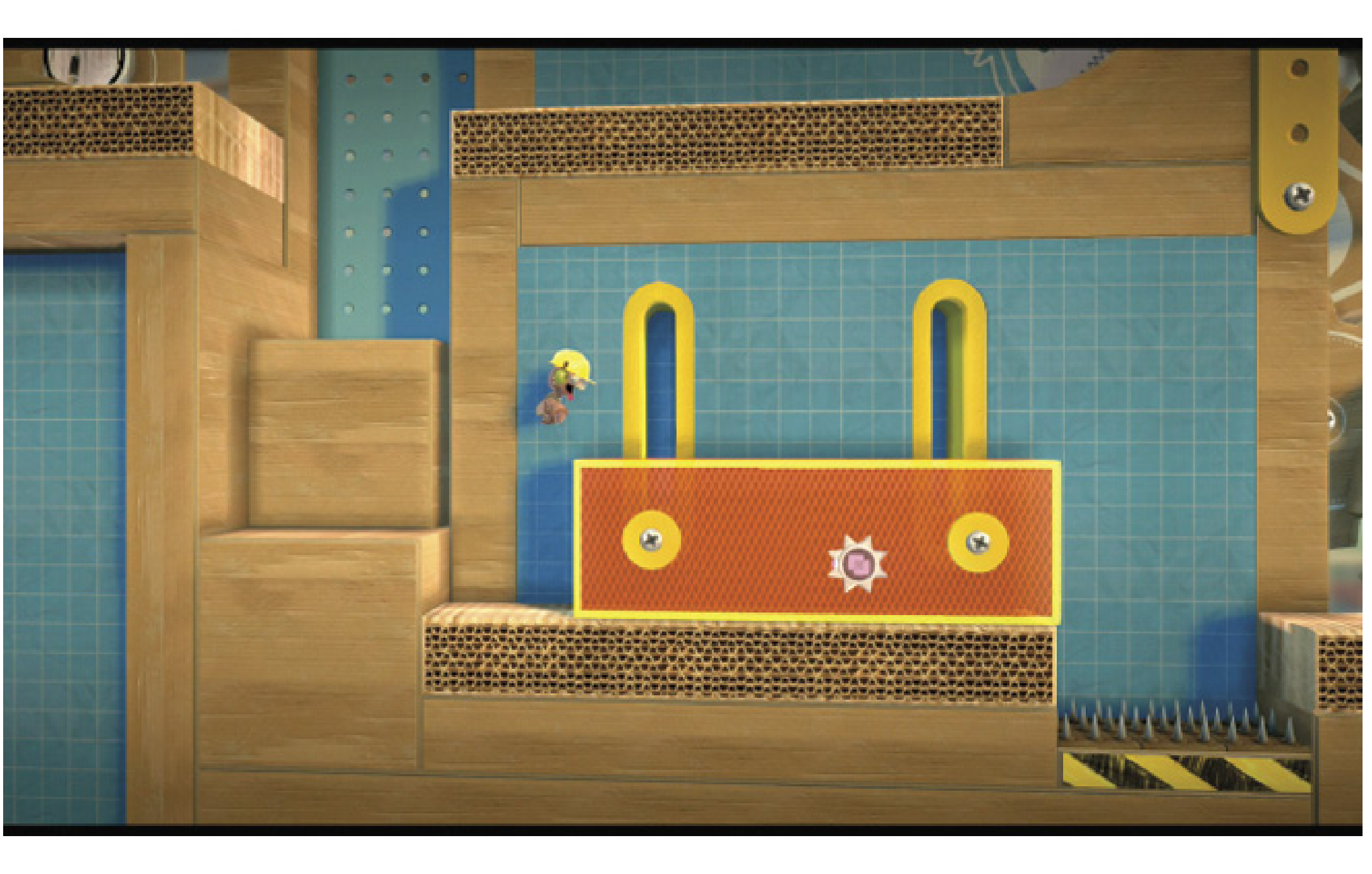
Before you move on from this room, plant a Physics Tweaker on the orange object to the left. See the hidden Prize Bubble there?

Use the Tweaker to turn Collisions off so the **Curved Dotted Line Sticker** rolls directly to your sack person.

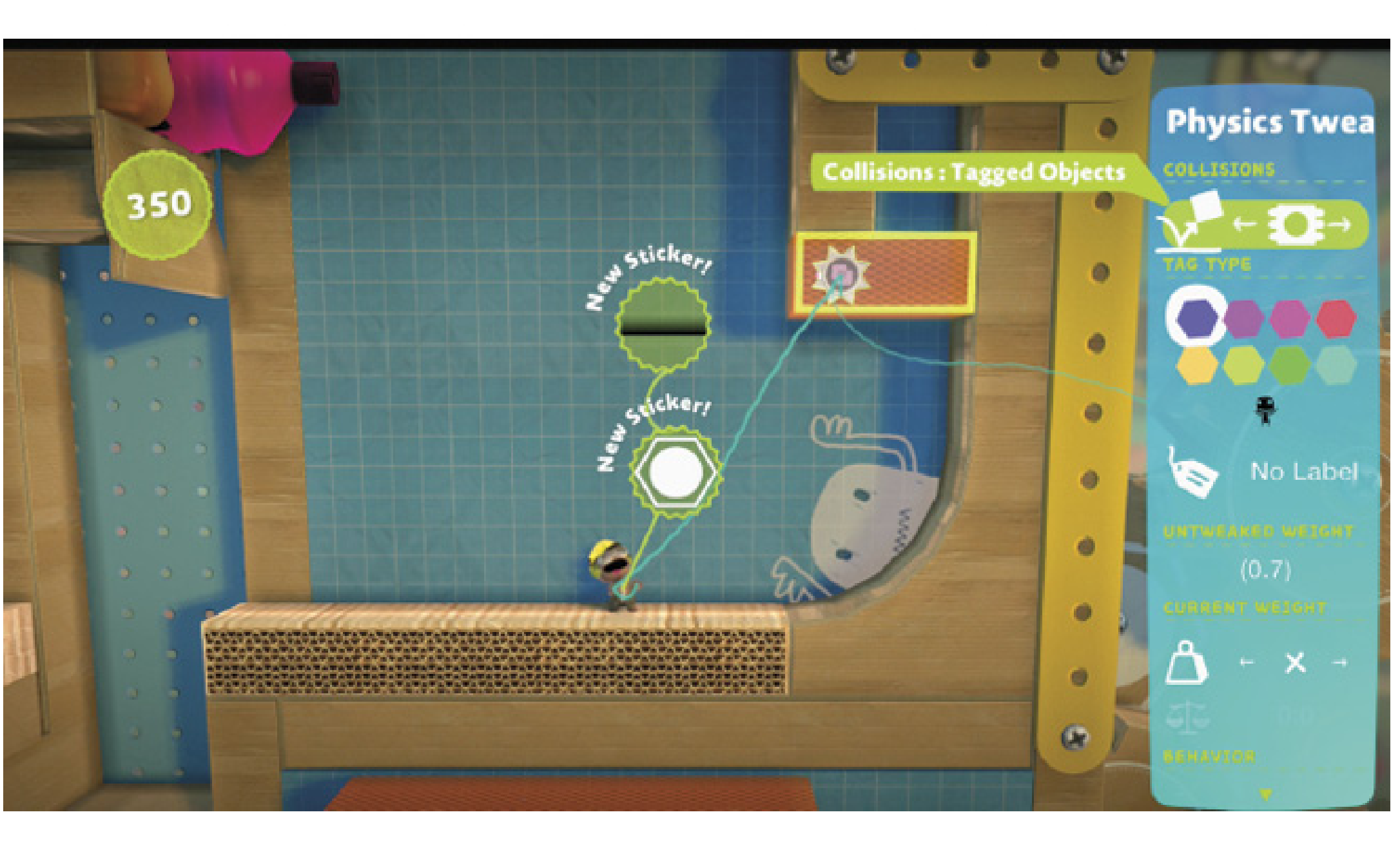

250
New Sticker!
Collisions : Tagged Objects
COLLISIONS
TAG TYPE
No Label
UNTWEAKED WEIGHT
(1.1)
CURRENT WEIGHT


MARGIN DOODLE 3
PINE LEAVES
OLD
PINEAPPLE
PINBALL
STICK HOUSE 2
ANGLE BRACKET
PINBALL PULL PLATE
1950S OVEN KNOB
STICK HOUSE

In the next room, place a Physics Tweaker on the moving orange platform. Use it to turn Collisions off so your sack person can safely jump across the spikey gap without getting squished into a breakfast pancake. Once past the gap, turn Collisions back on to use it as a platform that your sack person can jump on to reach higher levels.

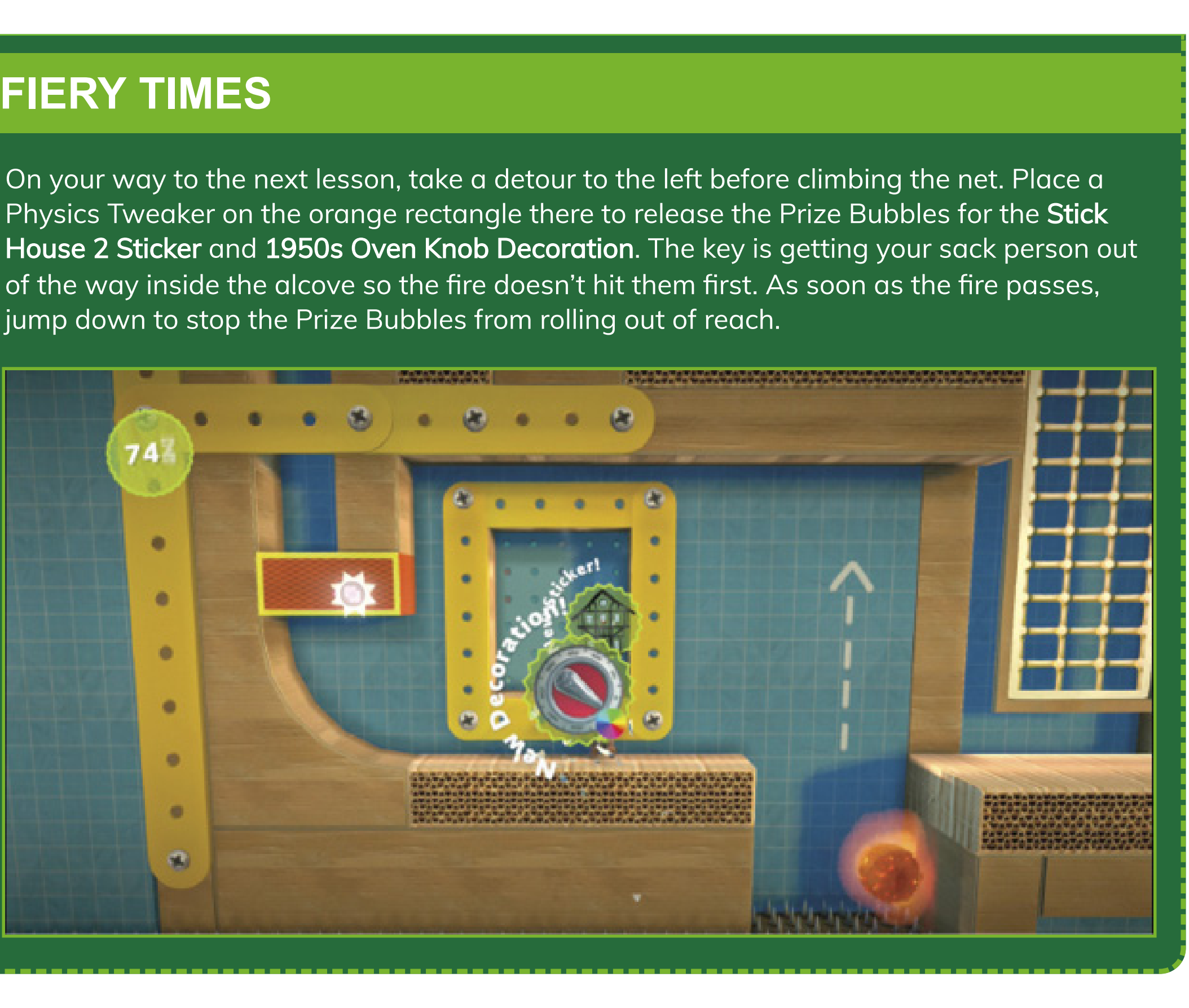


Place a Physics Tweaker on the orange rectangle in the upper-right corner, and turn Collisions off to release the Prize Bubbles for the **Hexagon Outline–Pure White** and **Long Black Gradient Sticker**.


350
New Sticker!
New Sticker!
Physics Twea
Collisions : Tagged Objects
COLLISIONS
TAG TYPE
No Label
UNTWEAKED WEIGHT
(0.7)
CURRENT WEIGHT

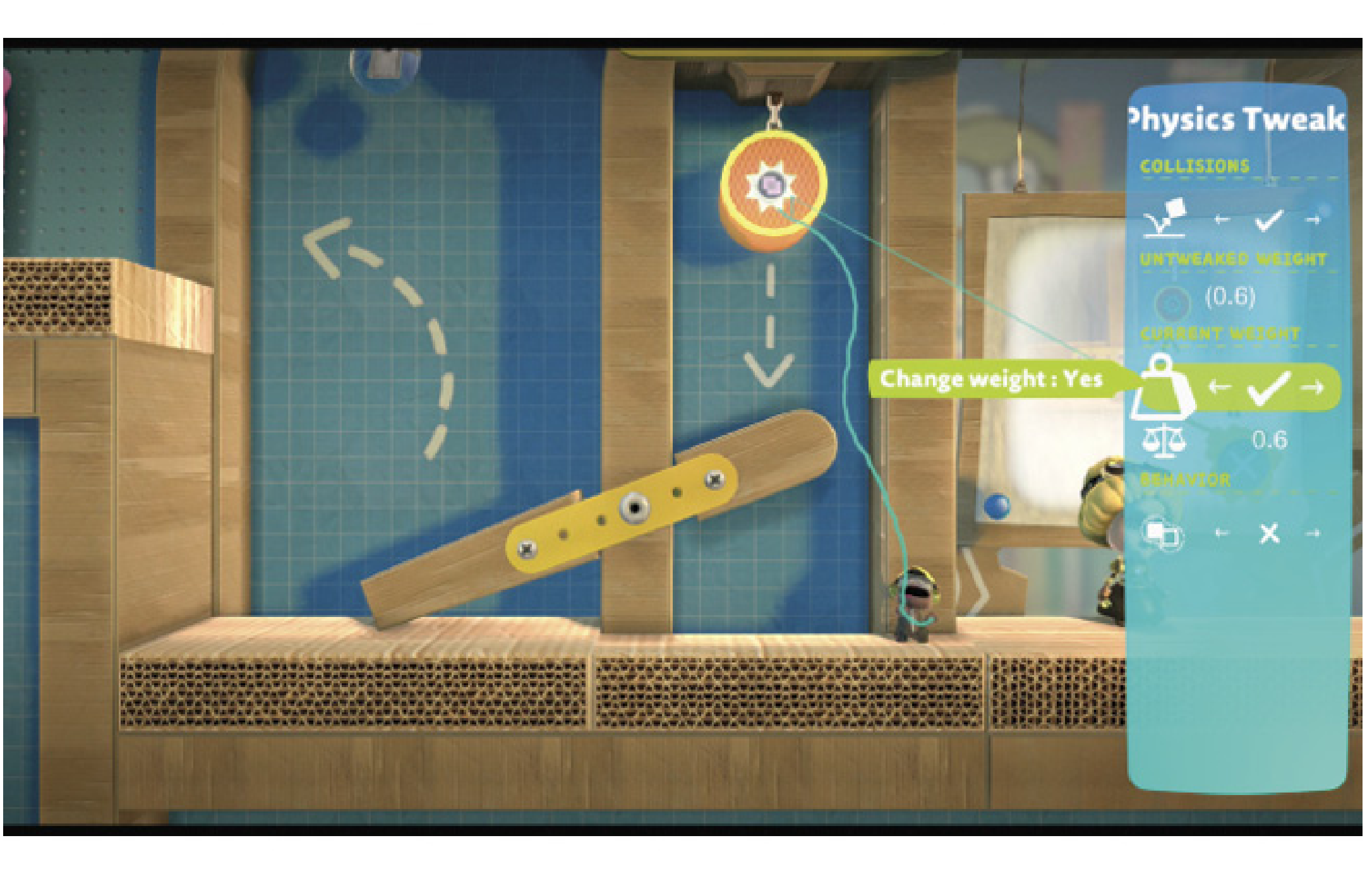
FIERY TIMES

On your way to the next lesson, take a detour to the left before climbing the net. Place a Physics Tweaker on the orange rectangle there to release the Prize Bubbles for the **Stick House 2 Sticker** and **1950s Oven Knob Decoration**. The key is getting your sack person out of the way inside the alcove so the fire doesn't hit them first. As soon as the fire passes, jump down to stop the Prize Bubbles from rolling out of reach.

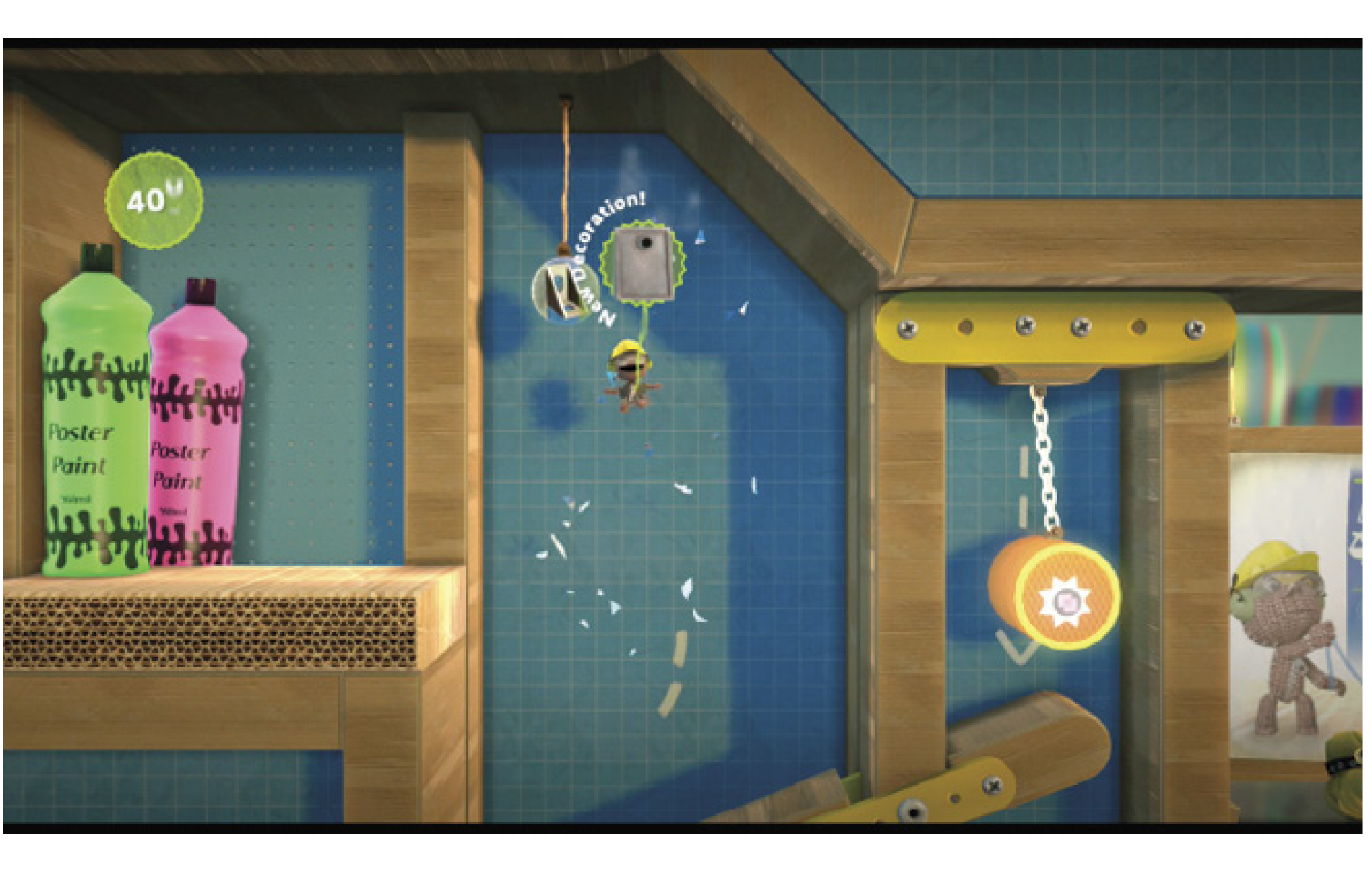

74
New Decoration!
New Sticker!

Weight Lifting

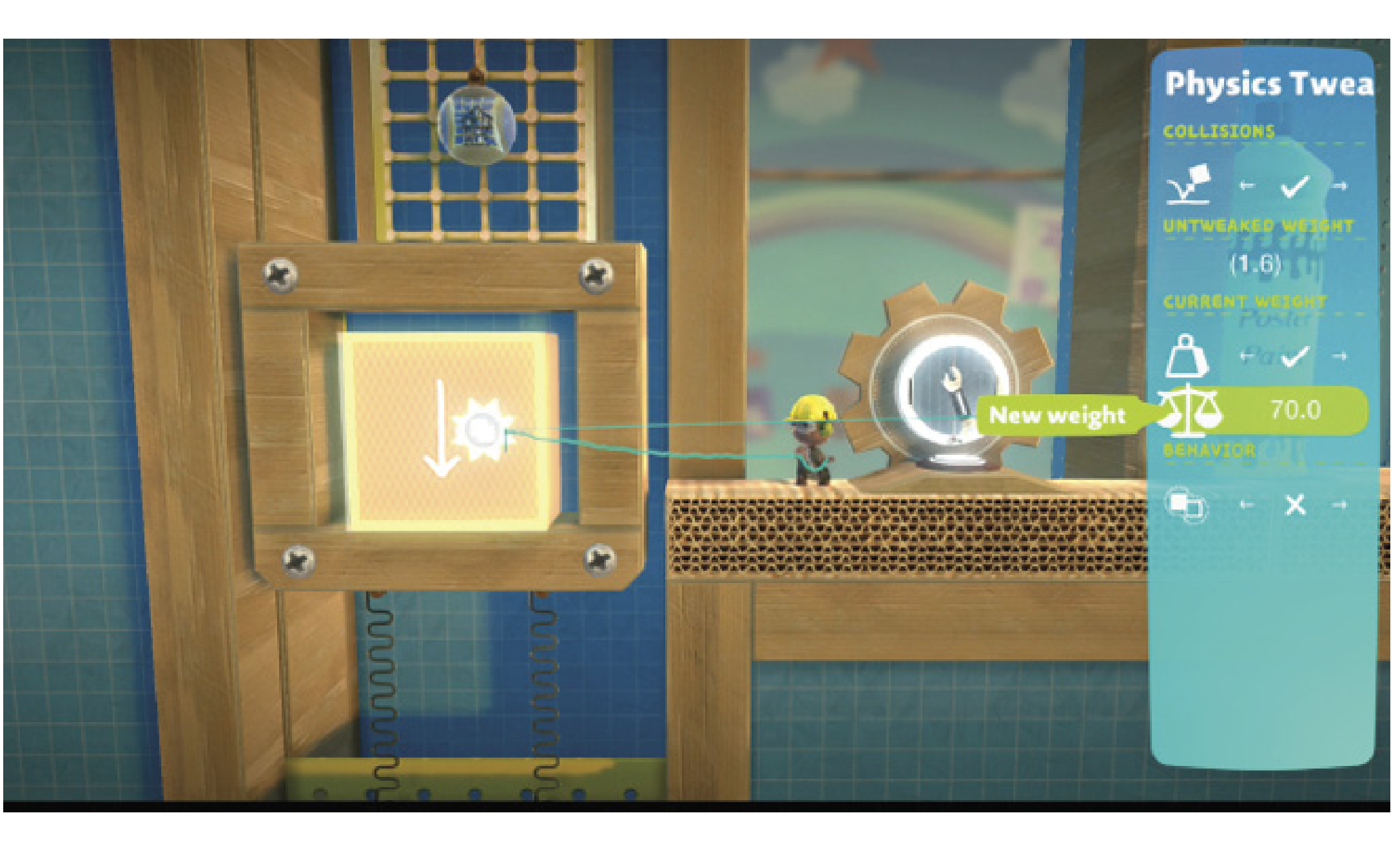
Changing the weight of an object can be very uplifting, or it can weigh things done in an actual good way. Give it a try on the pulley above the seesaw up ahead. Place a Physics Tweaker on this orange object, and hold ⊗ as you're doing so to tweak it.


Physics Tweak
COLLISIONS
UNTWEAKED WEIGHT
(0.6)
CURRENT WEIGHT
Change weight : Yes
0.6
BEHAVIOR

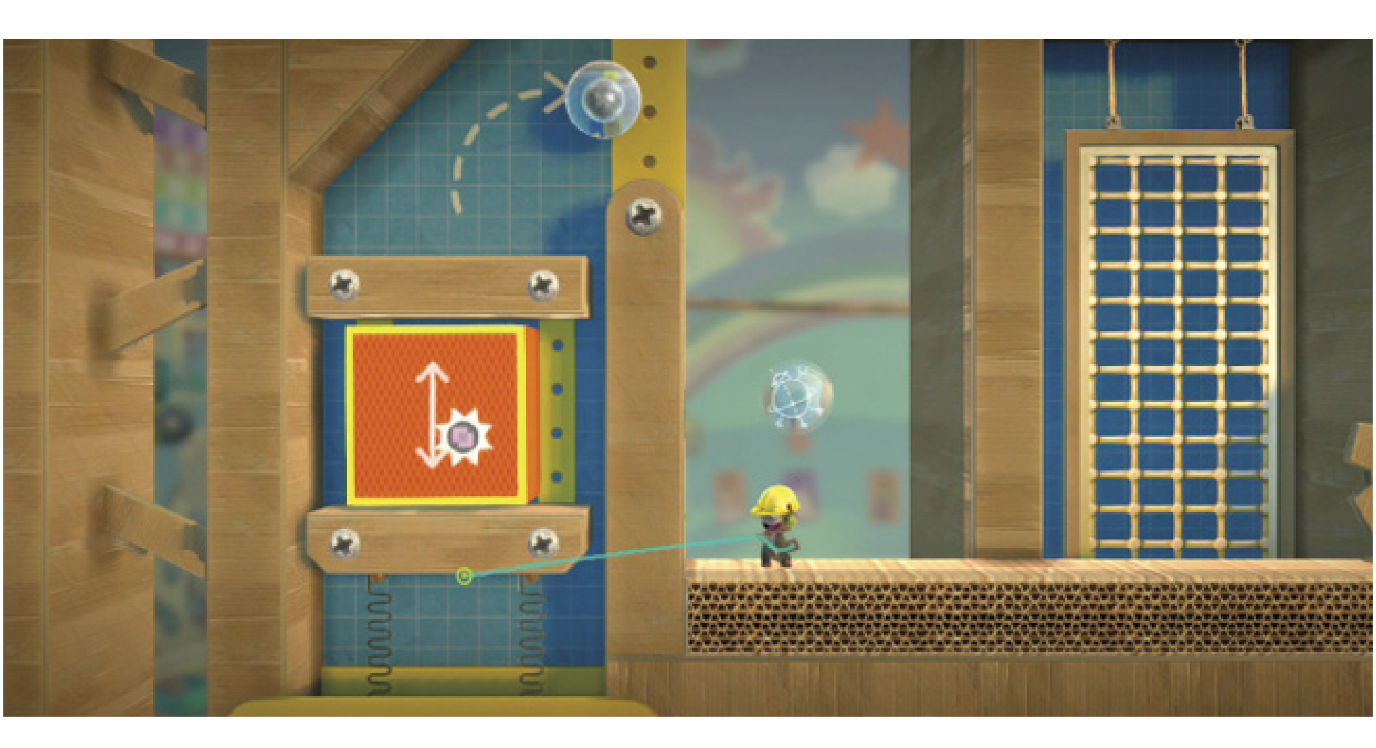
Now, select Change weight: yes, and increase the weight below that option to about 30. Maneuver your sack person onto the other side of the seesaw to launch them into the air. Pop those Prize Bubbles for the **Pinball Pull Plate Decoration** and **Angle Bracket Decoration** on your way to the next platform on the left.

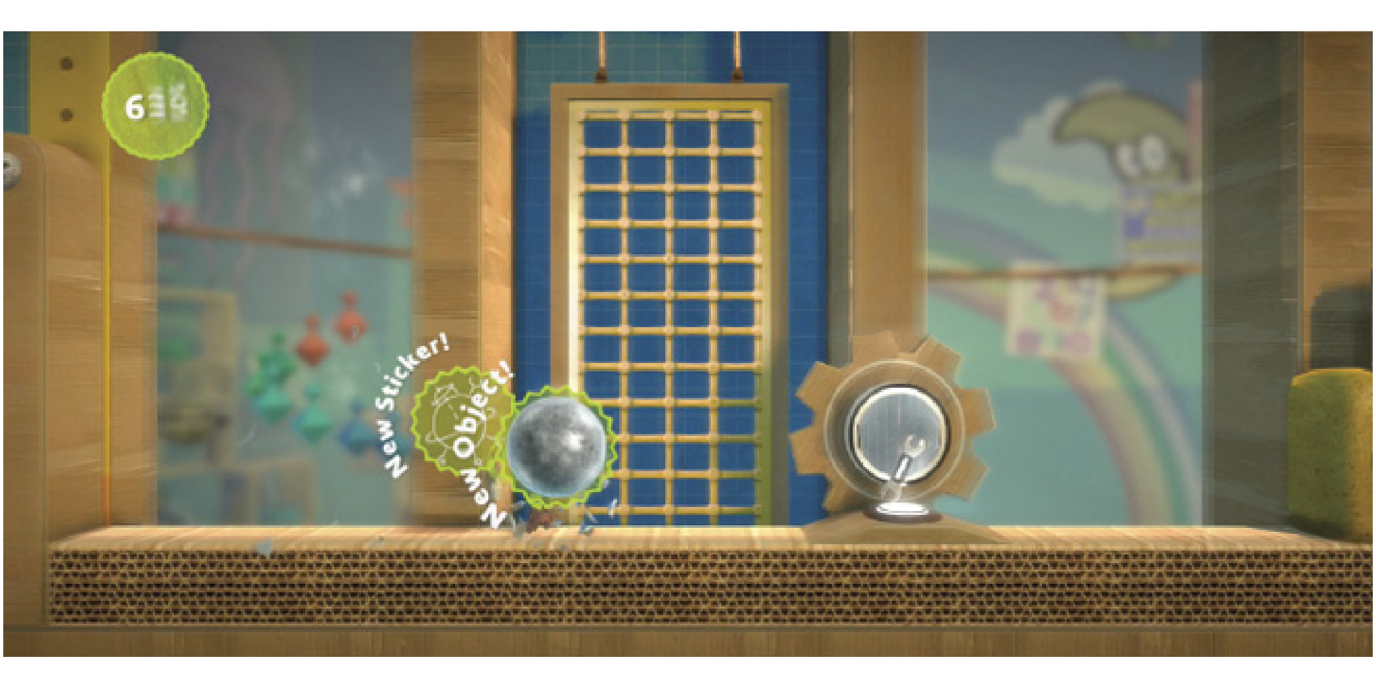

40
New Decoration!
Poster Paint
Poster Paint

Up ahead, do the same thing to the orange box to put some weight on those springs. Increasing the weight to about 70 allows your sack person to jump on the platform, collect the **Stick House Sticker** Prize Bubble, and start climbing the net with R1. There's yet another Prize Bubble that holds the **Pine Leaves Decoration** at the top.

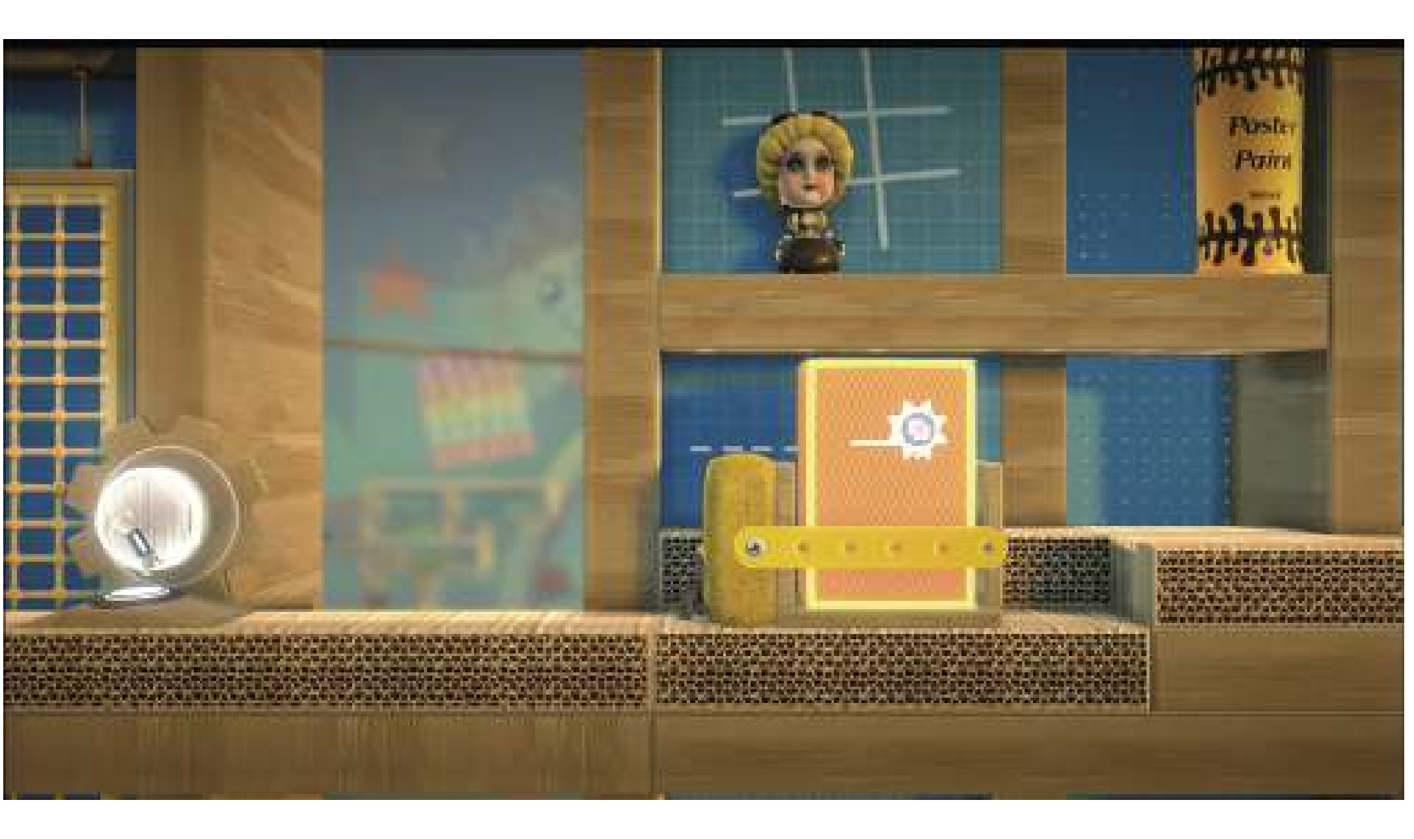

Physics Twea
COLLISIONS
UNTWEAKED WEIGHT
(1.6)
CURRENT WEIGHT
New weight
70.0
BEHAVIOR

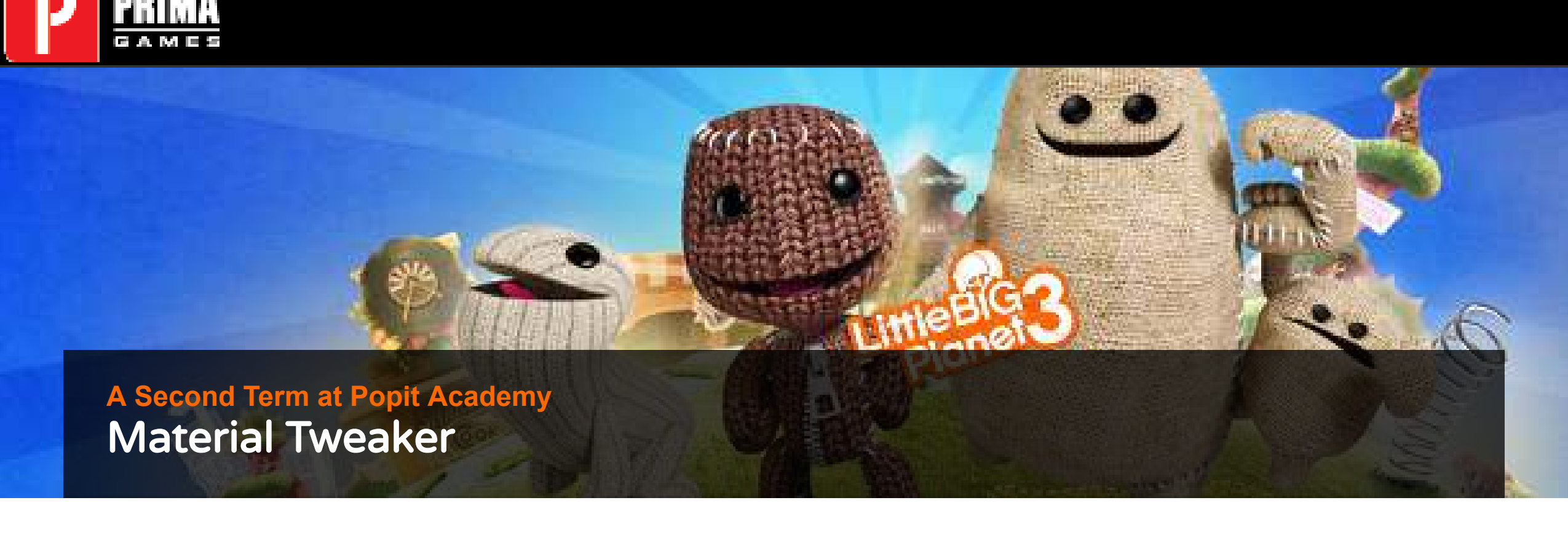
Go left first to find two Prize Bubbles perched on a springy platform. Place a Physics Tweaker on the orange box inside the platform. It's difficult to get the exact weight to launch the Prize Bubbles up and over the wall to your sack person. The trick is weighing it down first, then decreasing the weight to zero so the platform bounces high on the springs. Your rewards are the **Pinball Object** and **Margin Doodle 3 Sticker**.




63
New Sticker!
New Object!

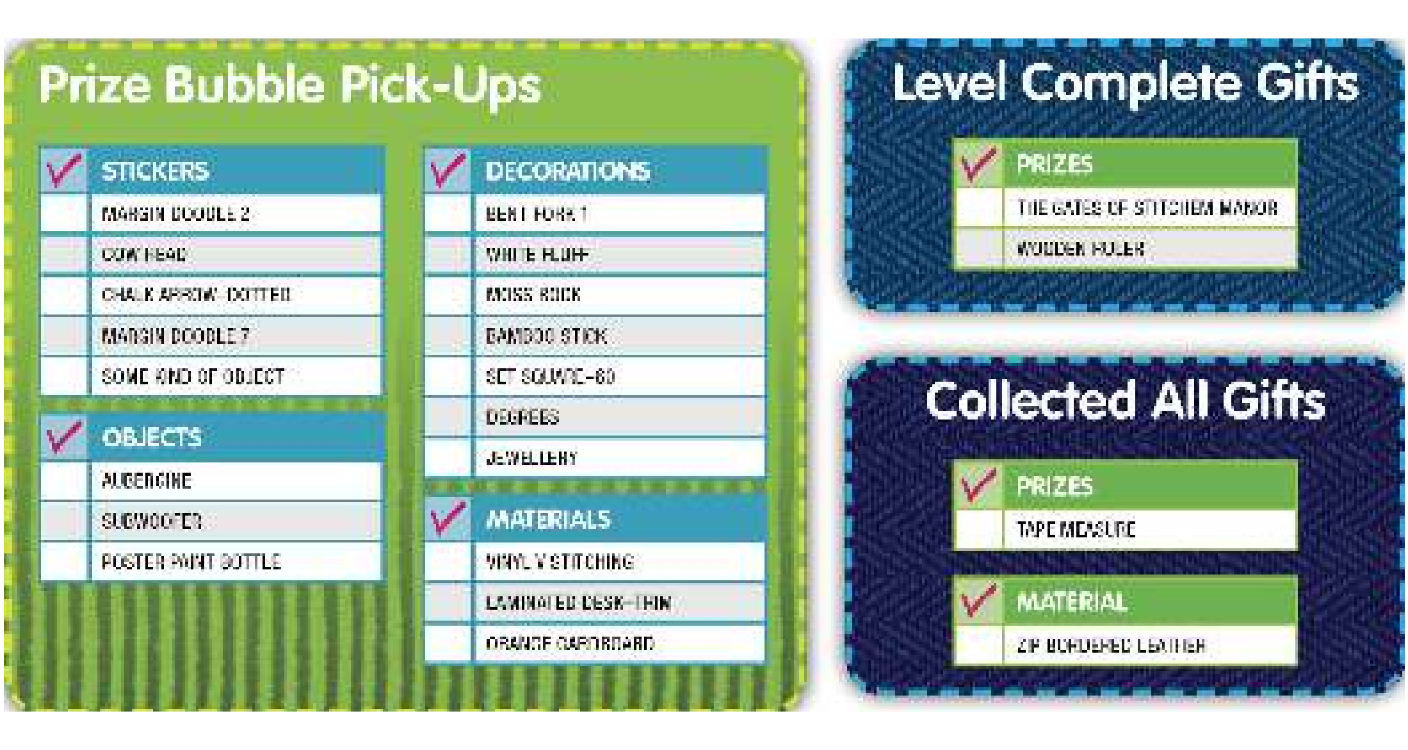
Next, head to the right to carry on with your lessons. Place a Physics Tweaker on the orange rectangle here, and decrease its weight so your sack person can push it. Now, your sack person can jump to the platform behind it and progress around this obstacle and on to the end of the lesson.


Poster Paint


LittleBIG Planet 3

A Second Term at Popit Academy

Material Tweaker



Prize Bubble Pick-Ups

✓	STICKERS
	MARGIN DOODLE 2
	COW HEAD
	CHALK ARROW-DOTTED
	MARGIN DOODLE 7
	SOME KIND OF OBJECT

✓	OBJECTS
	AUBERGINE
	SUBWOOFER
	POSTER PAINT BOTTLE

✓	DECORATIONS
	BENT FORK 1
	WHITE FLUFF
	MOSS ROCK
	BAMBOO STICK
	SET SQUARE-60 DEGREES
	JEWELLERY

✓	MATERIALS
	VINYL V STITCHING
	LAMINATED DESK-THIN
	ORANGE CARDBOARD

Level Complete Gifts

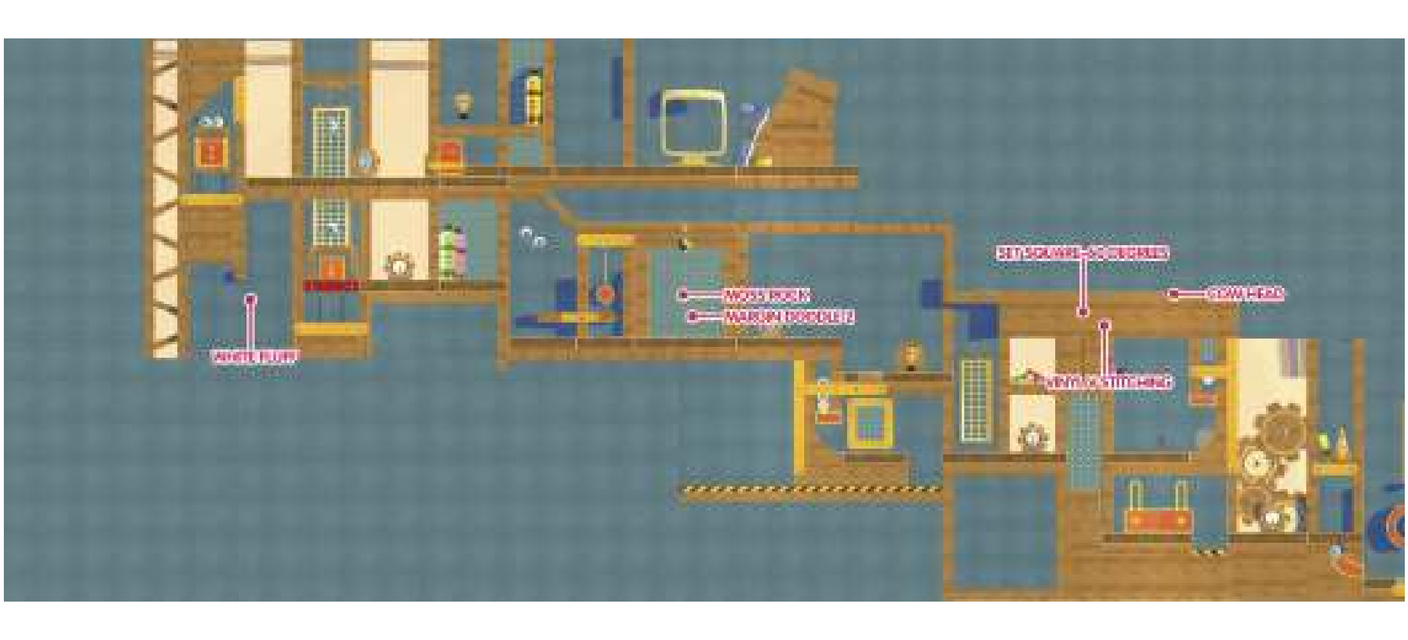
✓	PRIZES
	THE GATES OF STITCHEM MANOR
	WOODEN RULER

Collected All Gifts

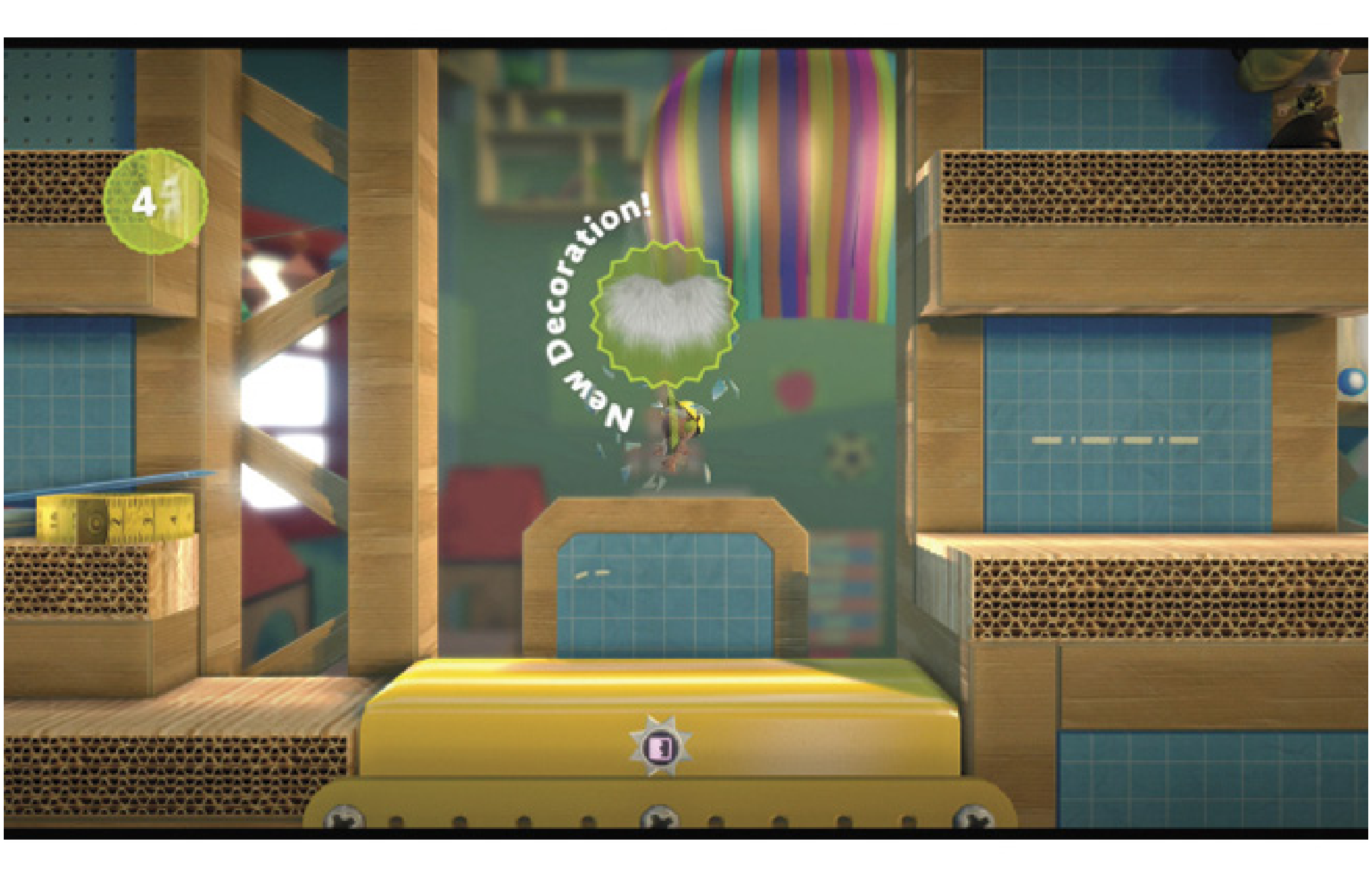
✓	PRIZES
	TAPE MEASURE

✓	MATERIAL
	ZIP BORDERED LEATHER

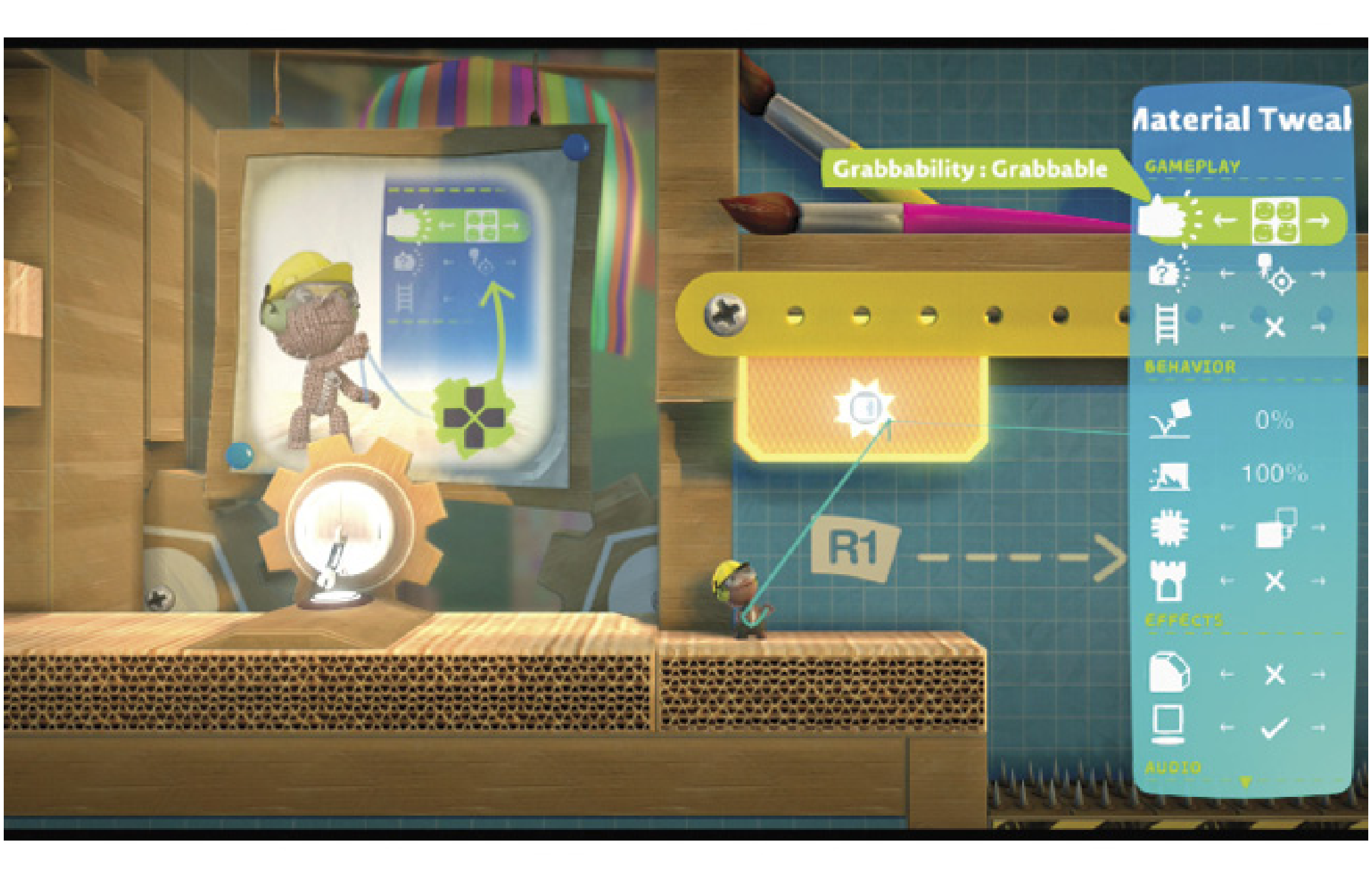
Just as you can tweak the physics of an object, so too can you adjust the properties of a material that you place in one of your levels. This is very exciting, as it means your sack person can climb and grab things they otherwise wouldn't be able to.


WHITE FLUFF
MOSS ROCK
MARGIN DOODLE 2
SET SQUARE-60 DEGREES
COW HEAD
VINYL V STITCHING

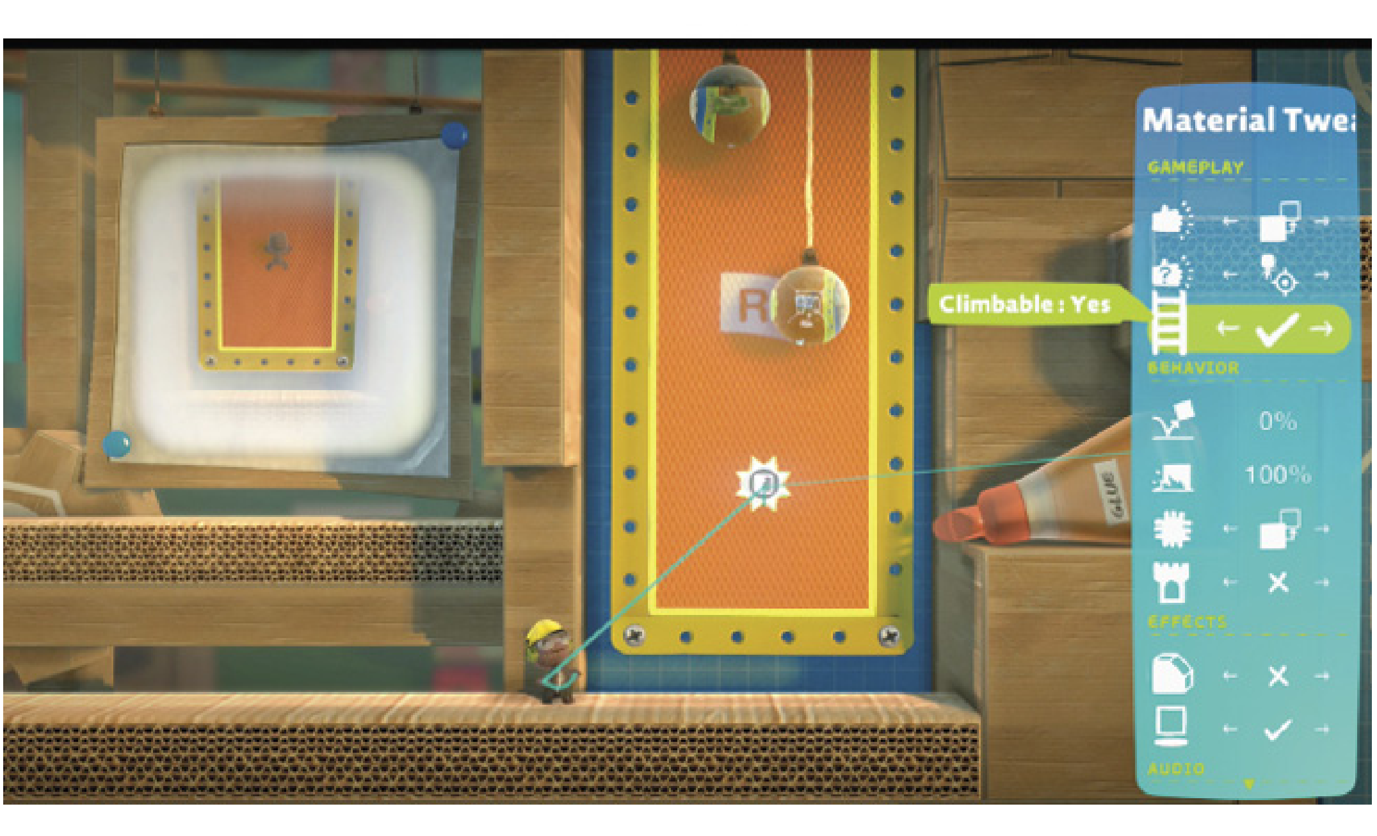
Ascend the platform on the left, and leap off of it onto the yellow platform (which is bouncy so your sack person can leap onto the next area). Once safely across, move your sack person into the foreground a little, and return back to collect the **White Fluff Decoration** Prize Bubble before proceeding.

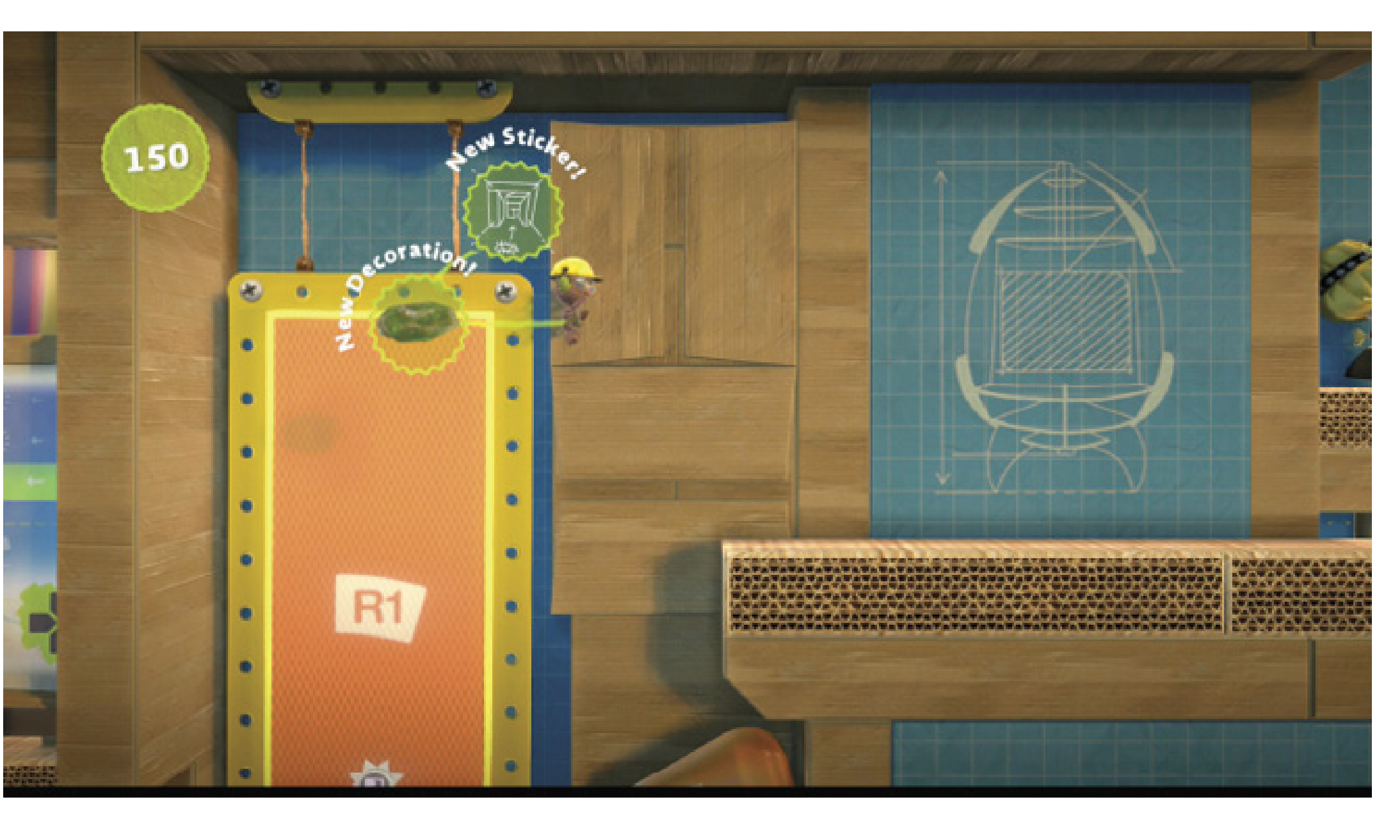

4
New Decoration!

Up ahead, use your Popit Cursor to select the Material Tweaker, and then press ● to start adjusting. Make the orange object grabbable. Now, your sack person can jump and grab it with R1 to ride it across the long, spikey gap of death without dying.


Material Tweak
Grabbability : Grabbable
GAMEPLAY
BEHAVIOR
0%
100%
EFFECTS
AUDIO
R1

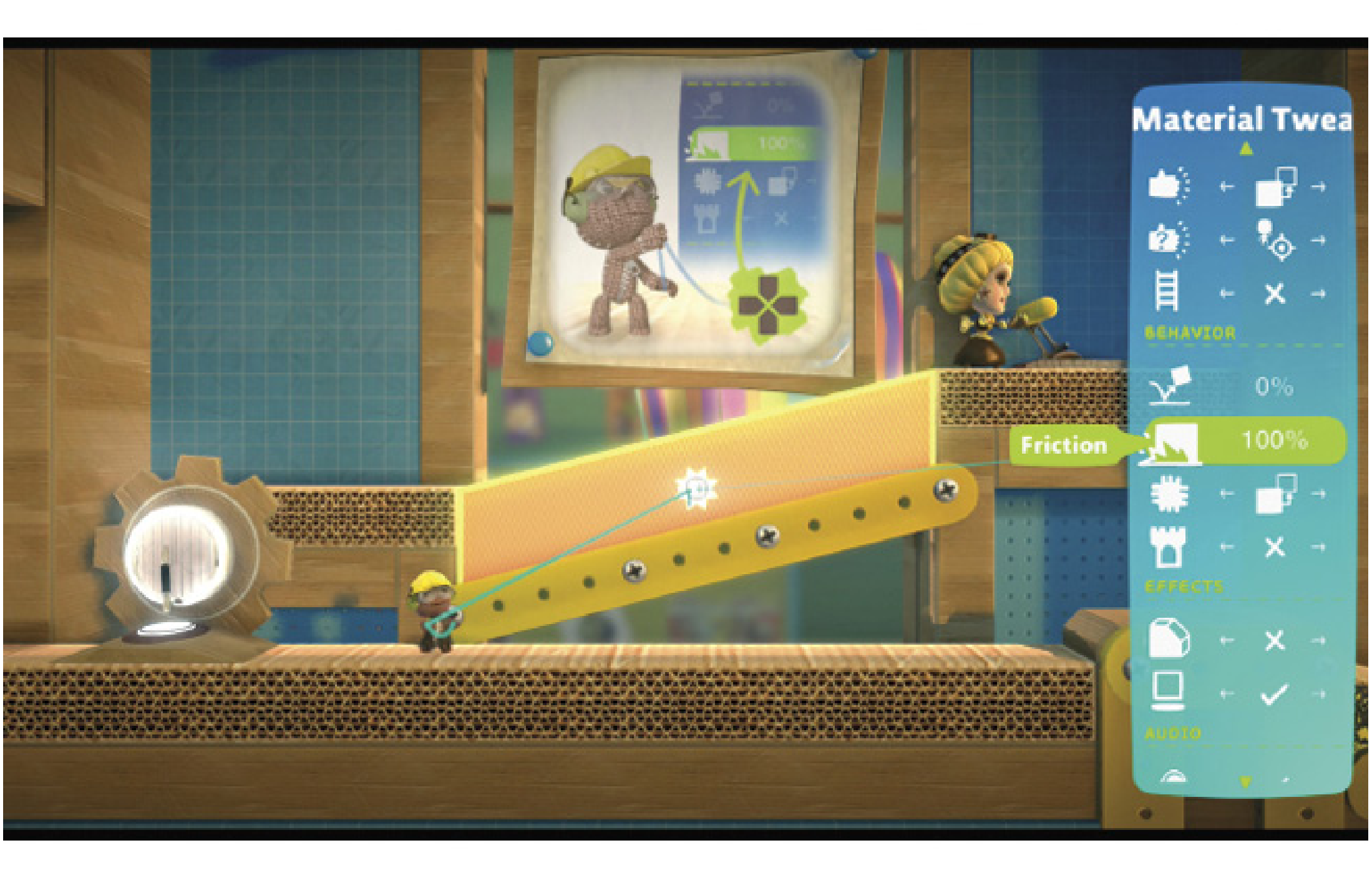
Next, your sack person faces a very tall orange wall, with some Prize Bubbles to be had. To climb it, you must first make it climbable using the Material Tweaker. Then, make your way to the top to collect the **Moss Rock Decoration** and **Margin Doodle 2 Sticker** on the way to the next platform.


Material Twe
GAMEPLAY
Climbable : Yes
BEHAVIOR
0%
100%
EFFECTS
AUDIO

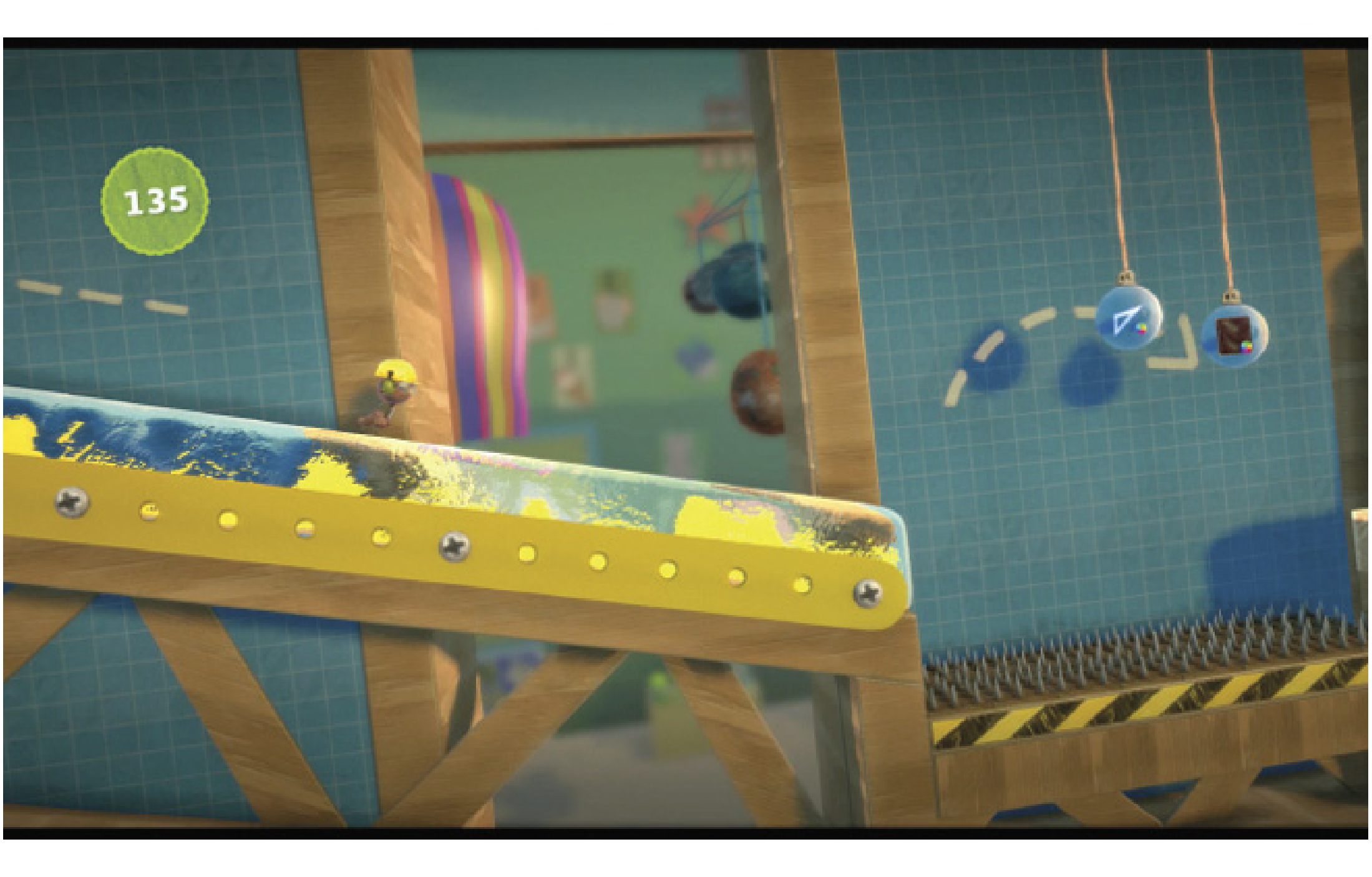

150
New Sticker!
New Decoration!
R1

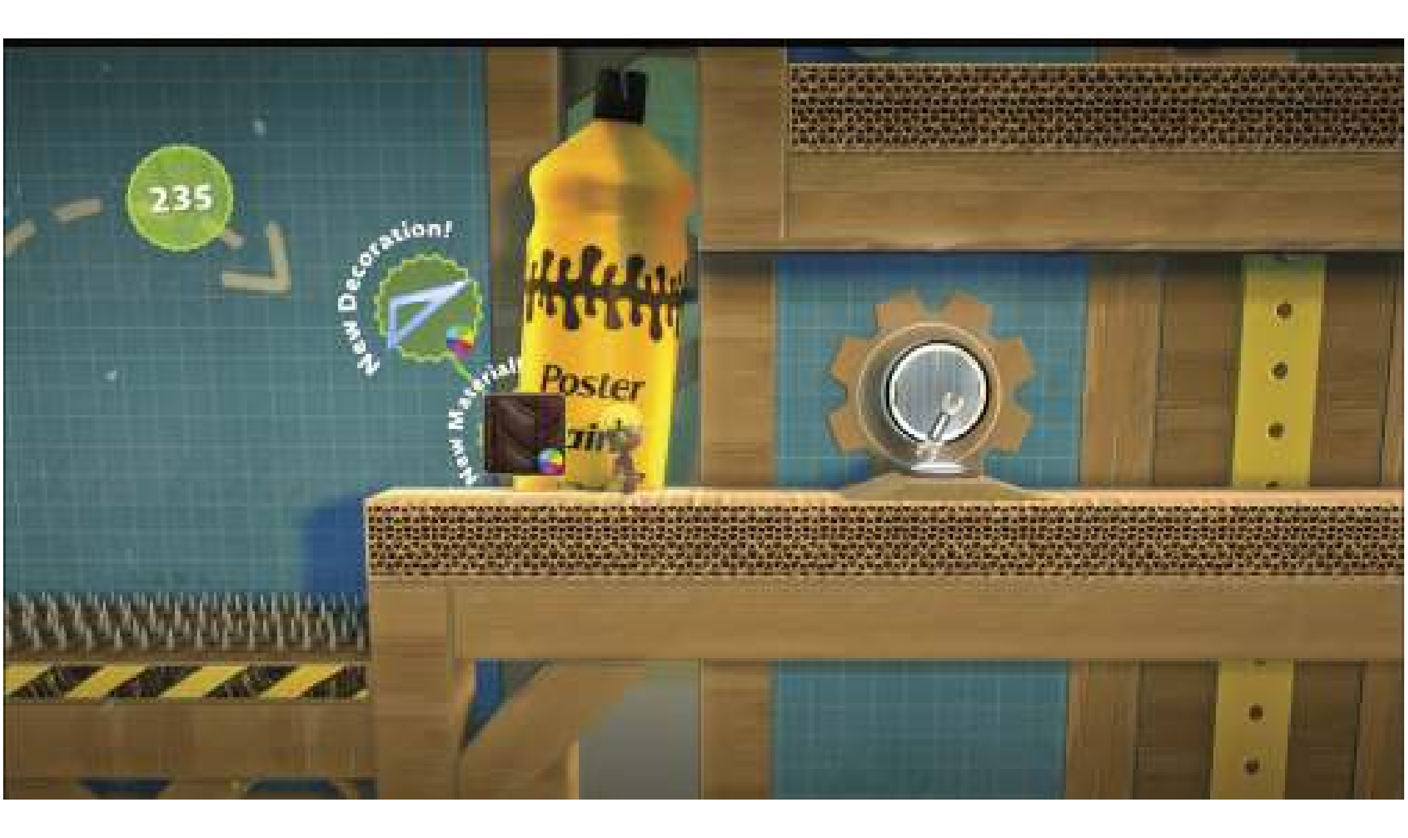
Creating Some Friction

It's time to talk friction. This can be a huge help if your sack person is trying to climb a surface that would otherwise be slippery. Try it out on the orange ramp up ahead. Select the Material Tweaker with your Popit Cursor, press ● to start editing, and then increase Friction to 100%.


Material Twea
BEHAVIOR
0%
Friction
100%
EFFECTS
AUDIO

Proceed down the icy ramp up ahead. At the bottom, take a leap of daring faith to collect the Prize Bubbles for the **Vinyl V Stitching Material** and **Set Square–60 Degrees Decoration** as your sack person makes it over the gap.



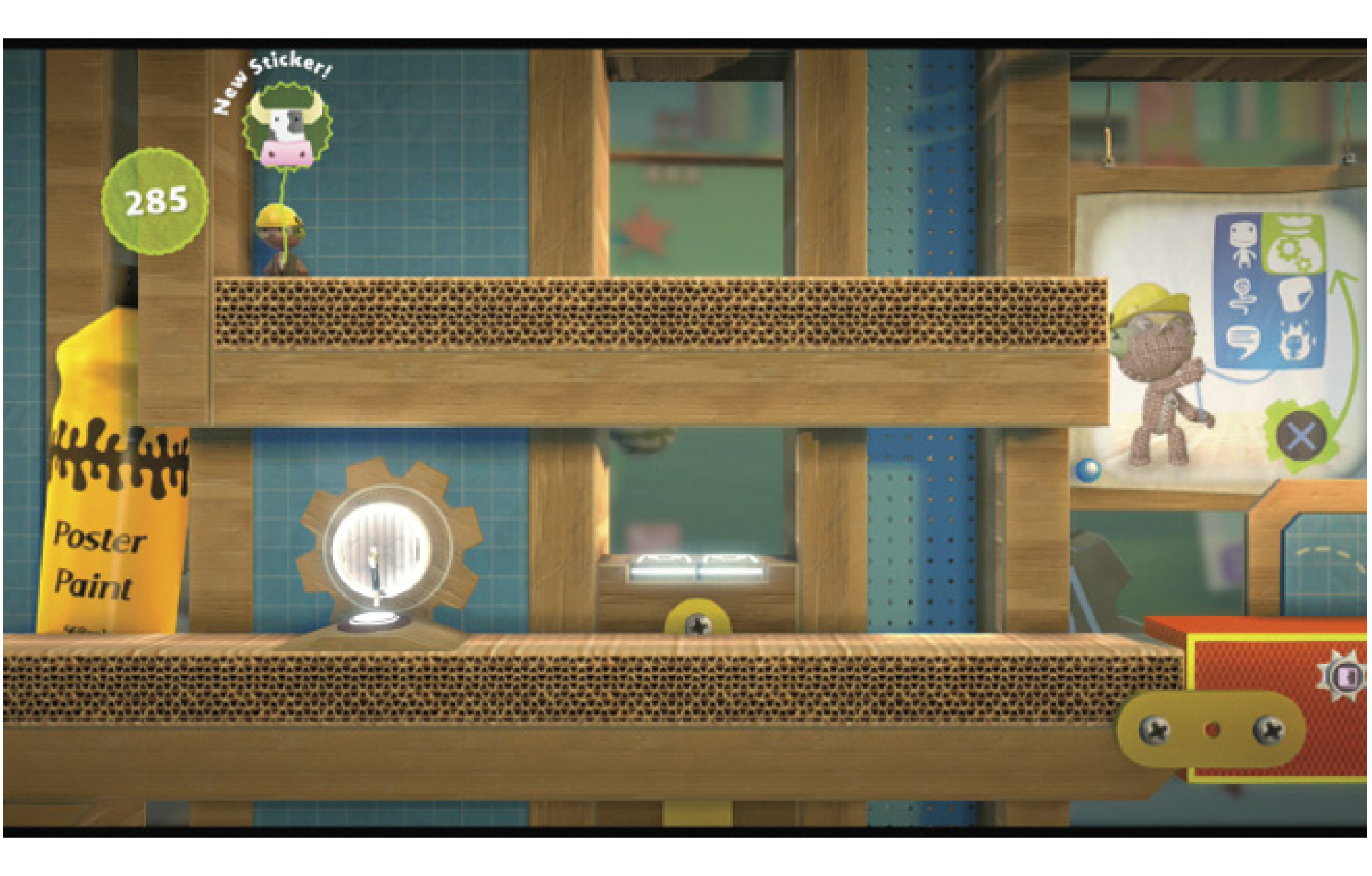

235
New Decoration!
New Material!
Poster Paint

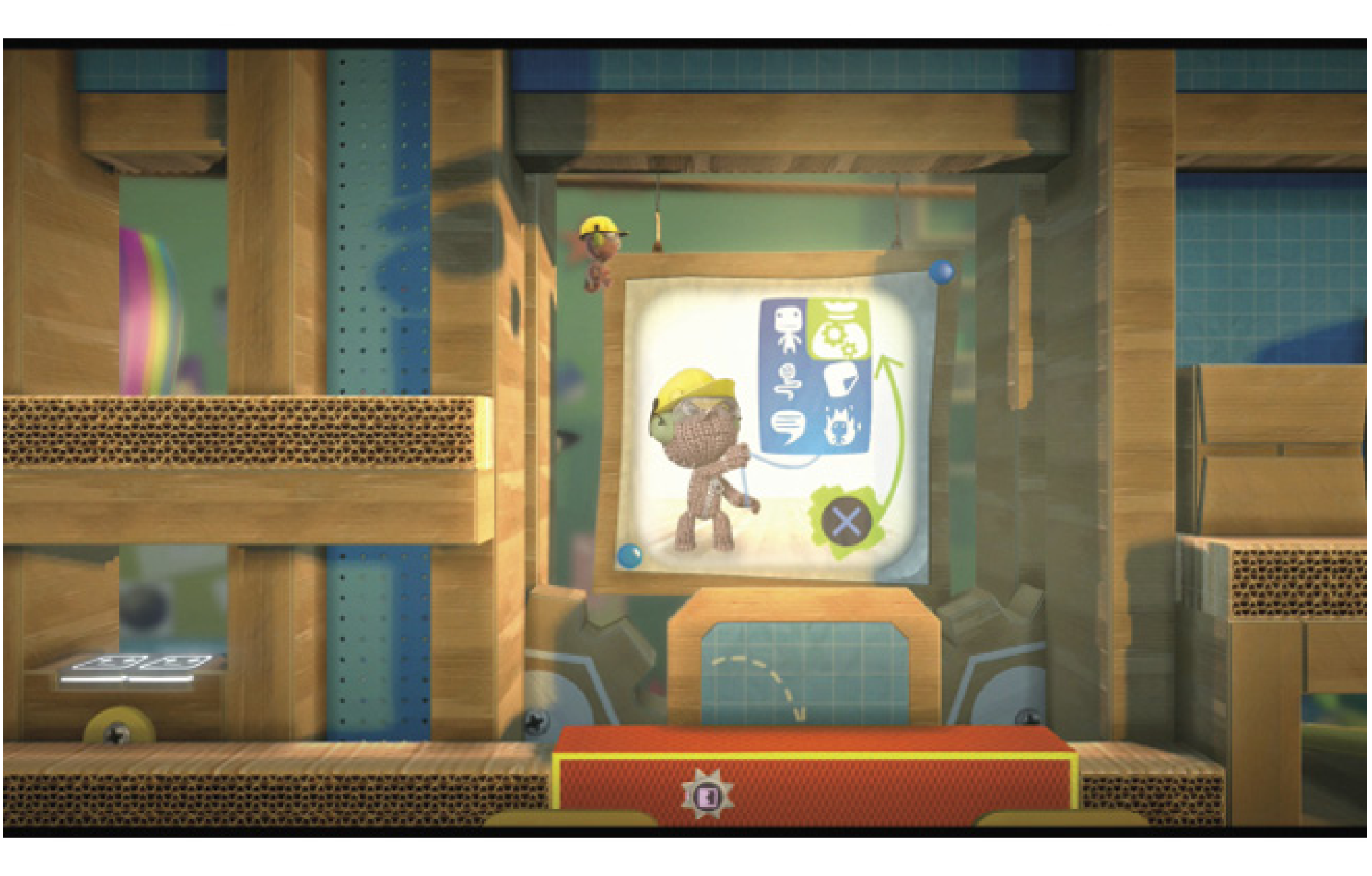
Laying Down the Material Tweakers

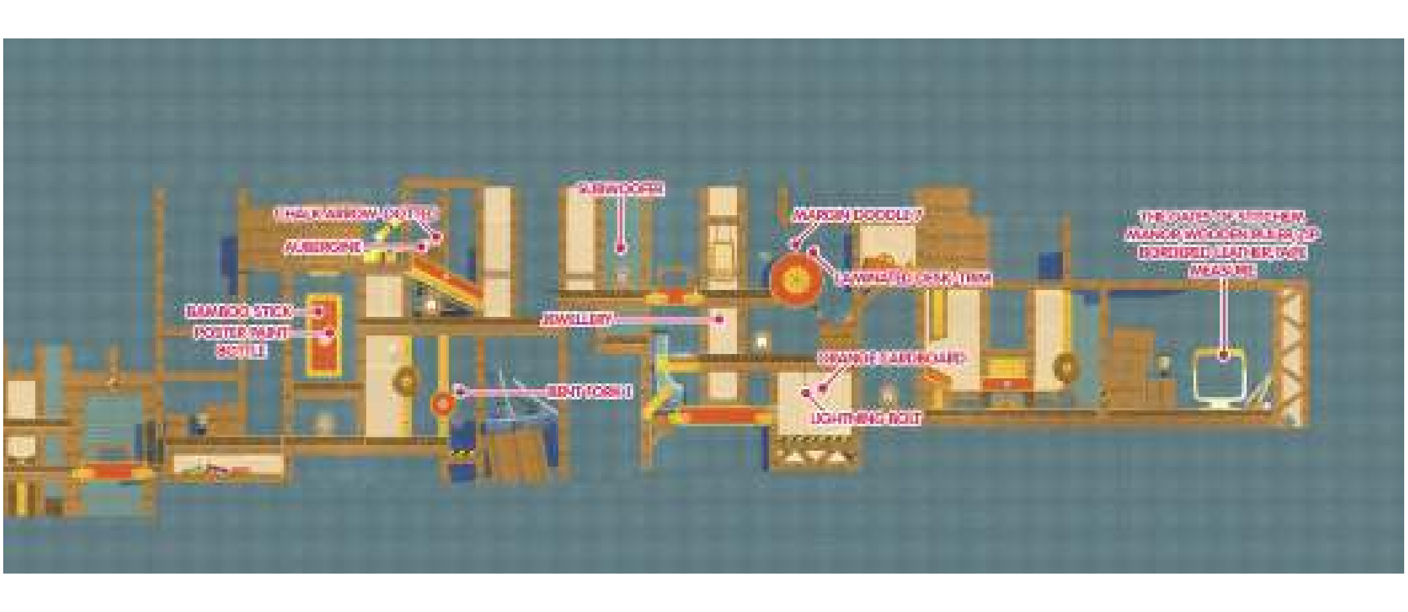
Now that you know the basics of how Material Tweakers work and some of the wondrous things they can do for your objects, you're probably itching to place some of your own.

Go ahead and start with the orange platform up ahead. Press ● or the touch pad button to open your Popit, then select your Tools bag. Inside, you can find your very own Material Tweaker, which you can place on any orange item you see now. Use it on the orange platform to increase its Bouncy value to 100%.

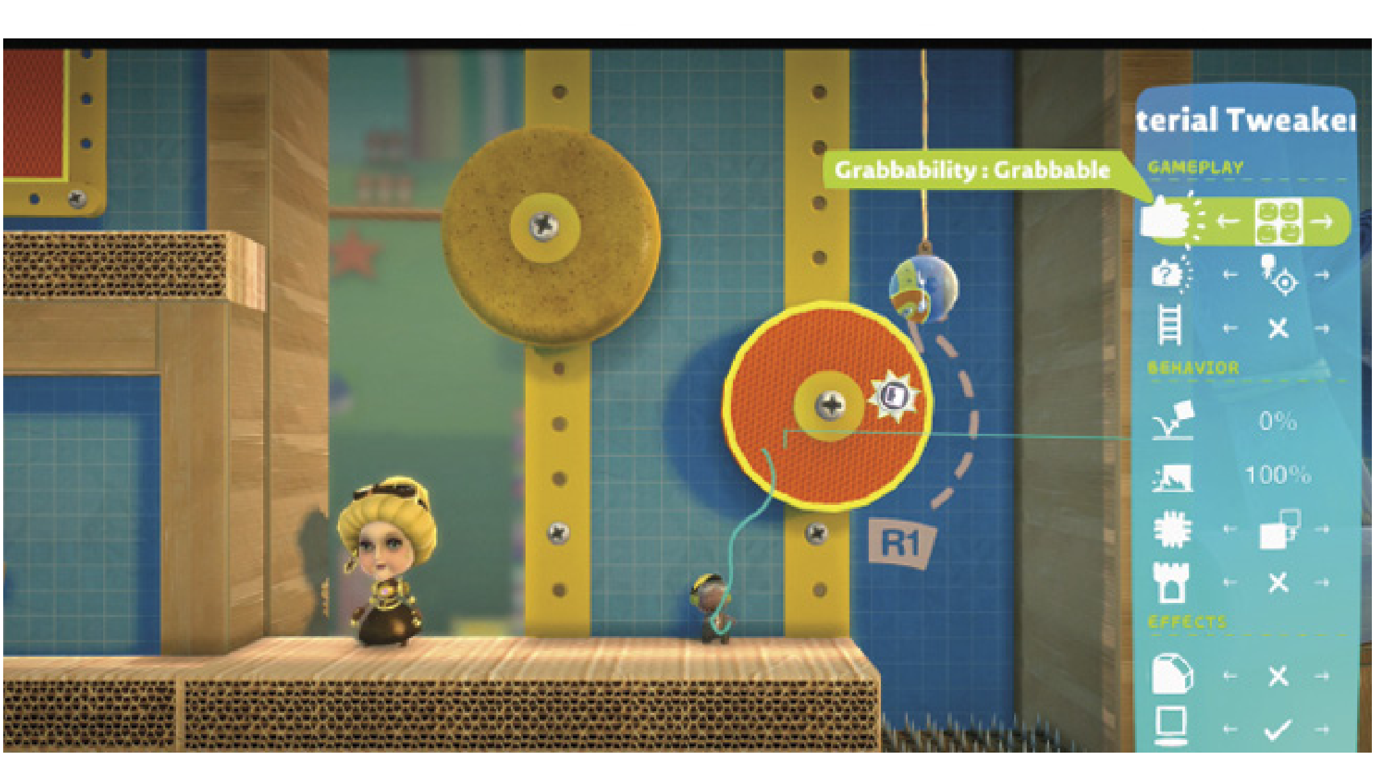
But wait! Don't bounce on it yet, even though it's very tempting. First, use the Bounce Pad to the left to proceed onto the overhead platform. Grab the **Cow Head Sticker** from the Prize Bubble, then jump off the platform onto the now-bouncy orange space below to leap forward onto the next platform. You're going to have a ball!

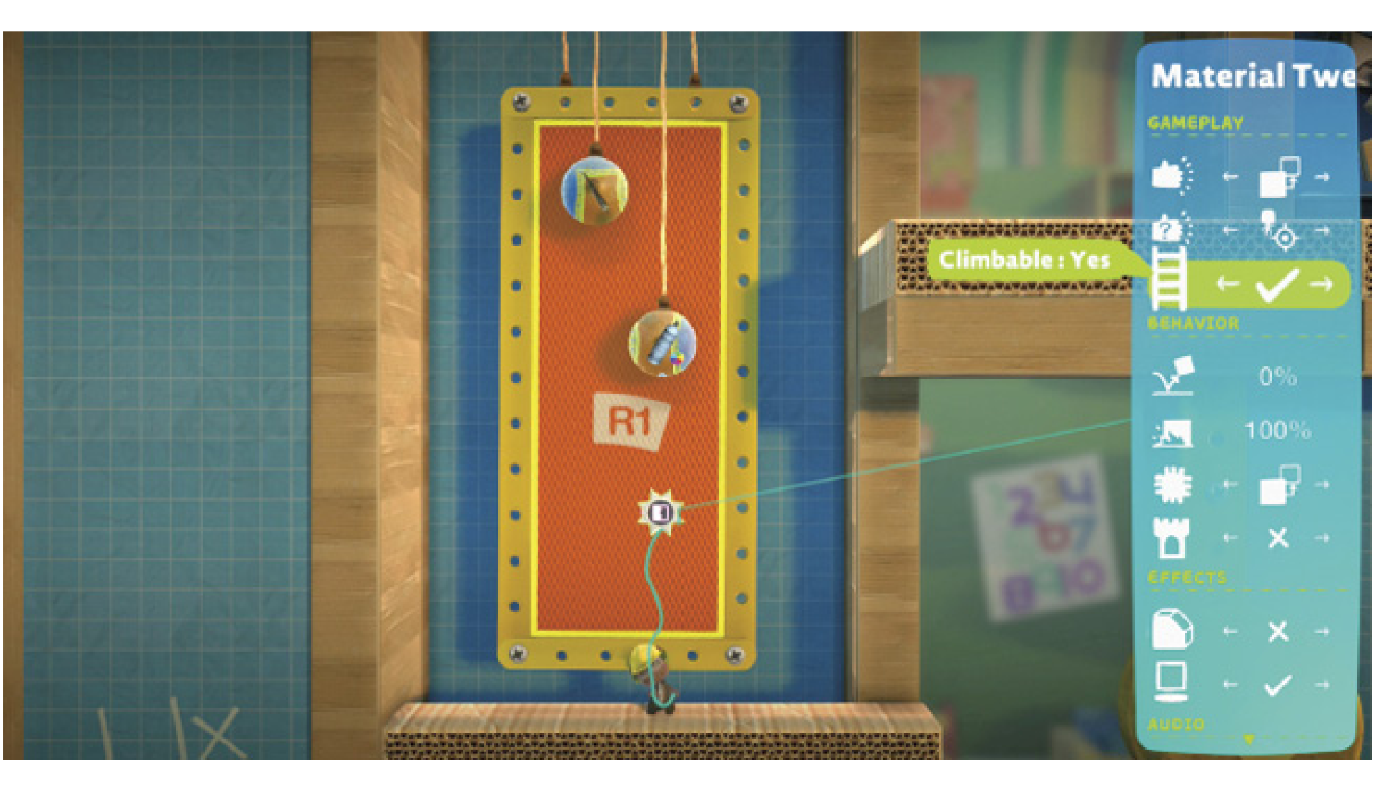

New Sticker!
285
Poster Paint

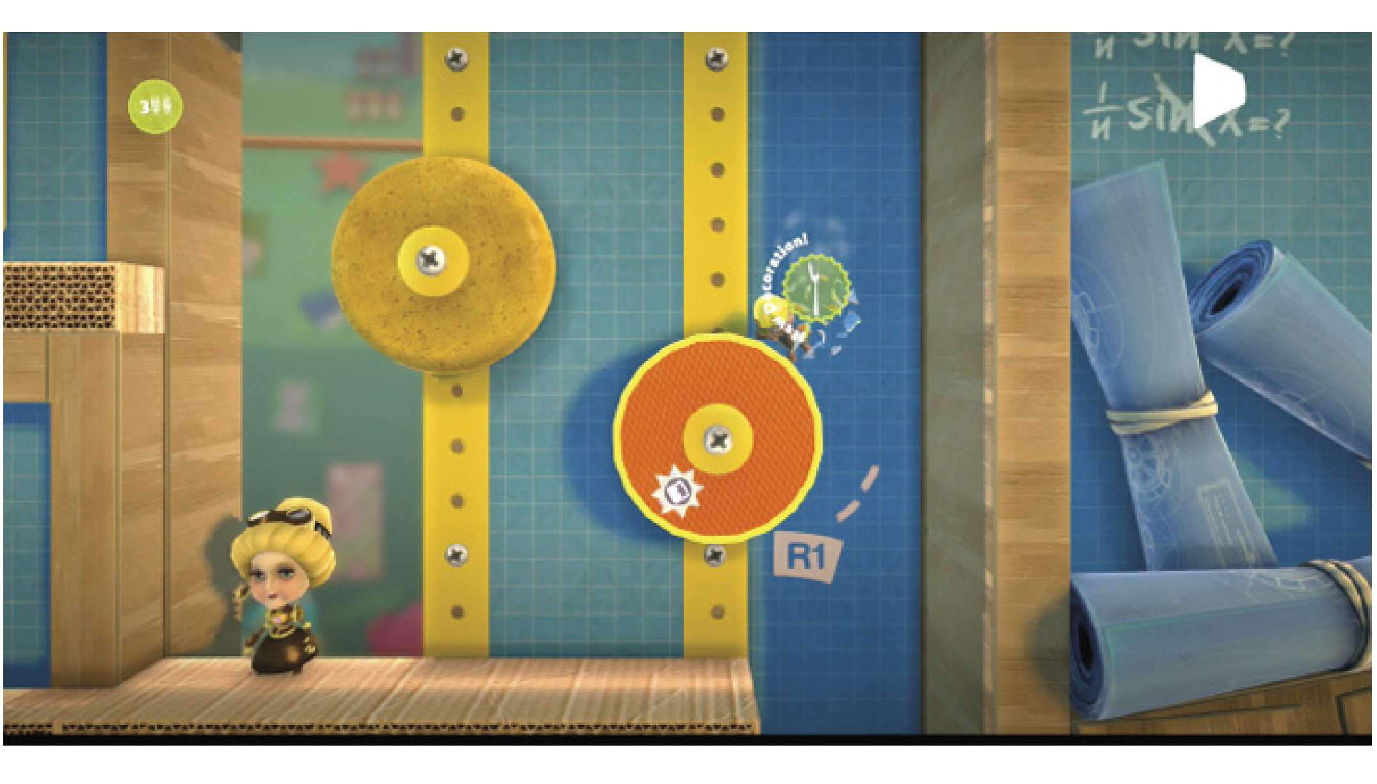


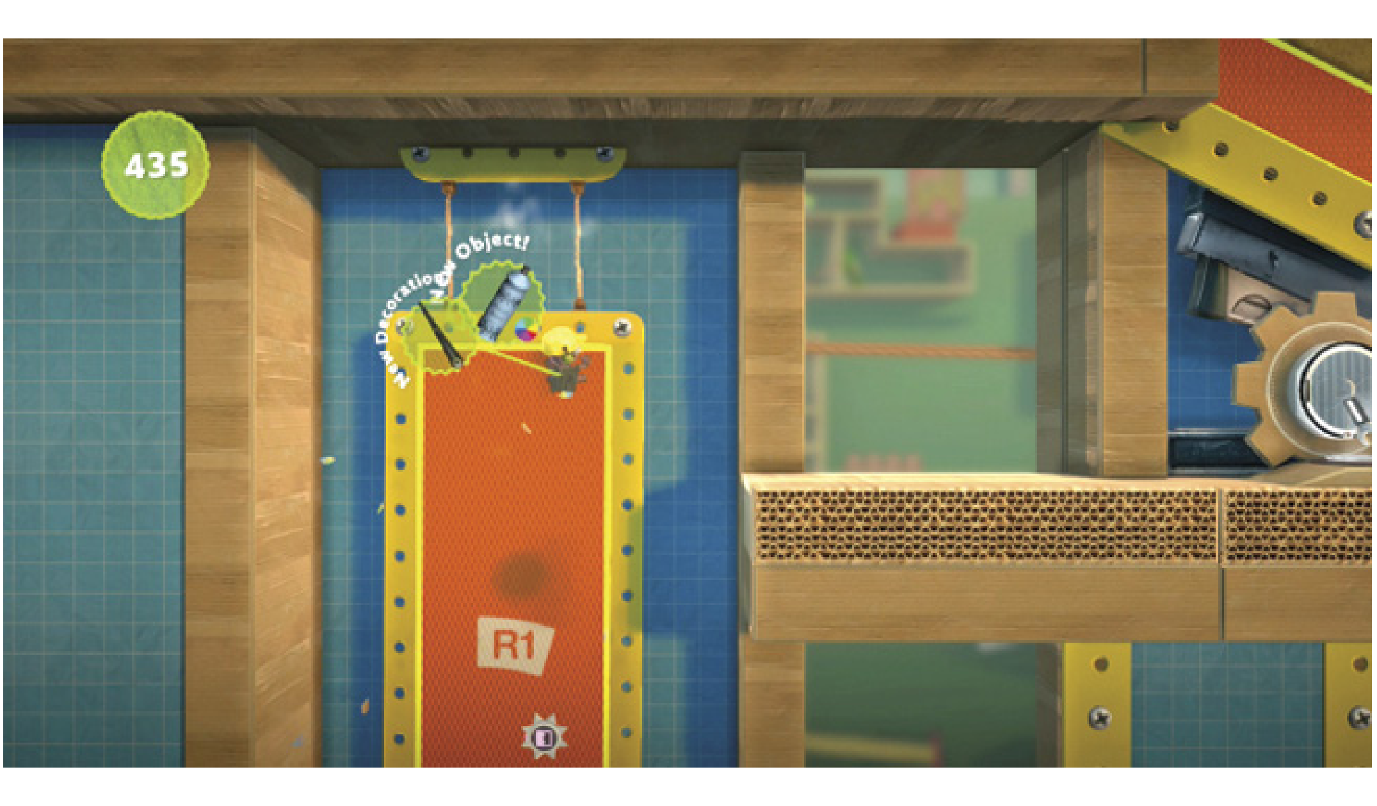

CHALK ARROW-DOTTED
AUBERGINE
BAMBOO STICK
POSTER PAINT BOTTLE
SUBWOOFER
JEWELLERY
BENT FORK 1
MARGIN DOODLE 7
LAMINATED DESK-THIN
ORANGE CARDBOARD
LIGHTNING BOLT
THE GATES OF STITCHEM MANOR WOODEN RULER ZIP BORDERED LEATHER TAPE MEASURE

Next up, work your way through a few challenges to progress through the level. Make the first wheel you see grabbable. Pop the Prize Bubble for the **Bent Fork 1 Decoration** as your sack person rides it around, grabs onto the sponge, and spins to the next platform above.


terial Tweaker
Grabbability : Grabbable
GAMEPLAY
BEHAVIOR
0%
100%
EFFECTS
R1

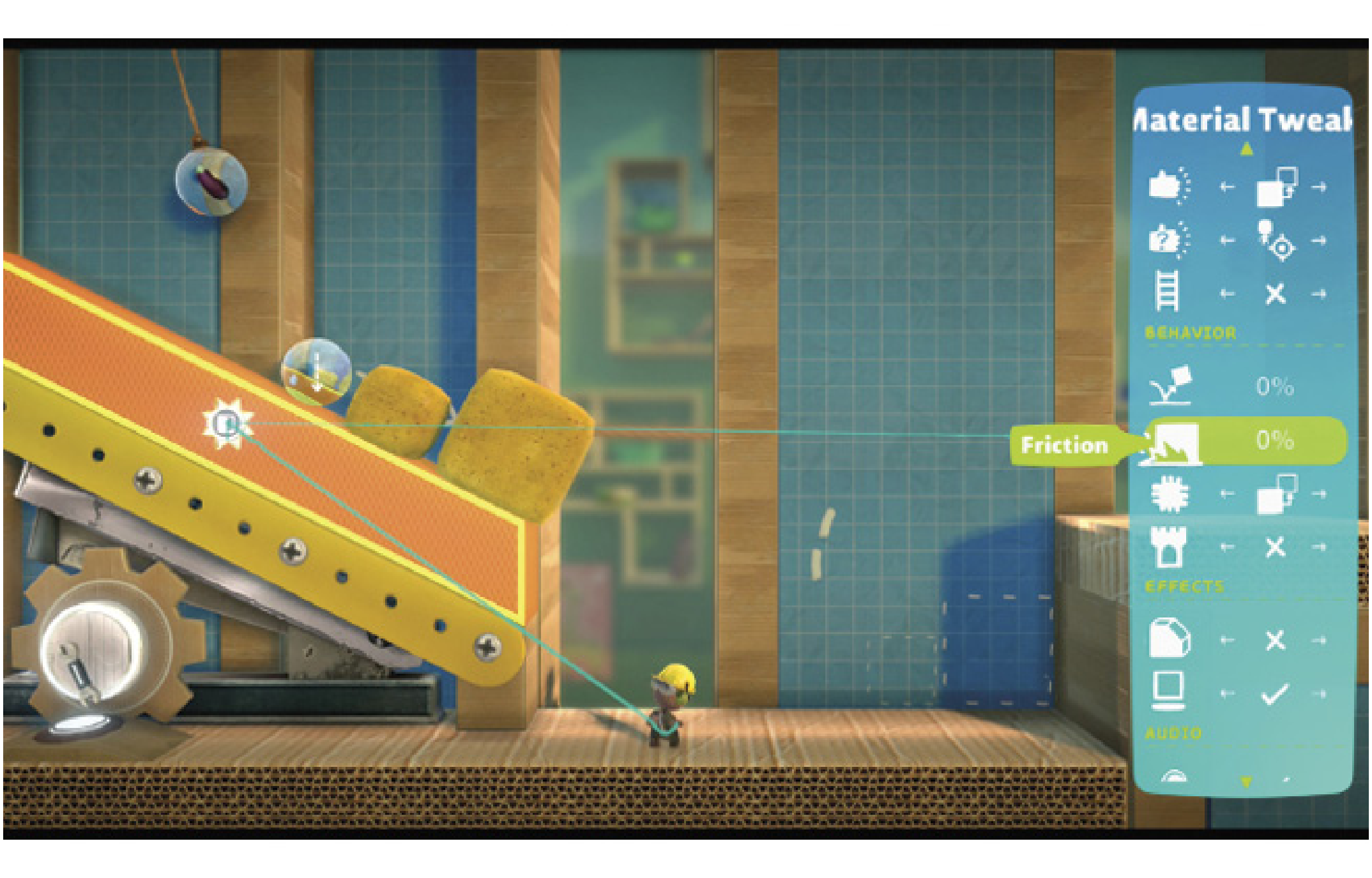

Material Twe
GAMEPLAY
Climbable : Yes
BEHAVIOR
0%
100%
EFFECTS
AUDIO
R1

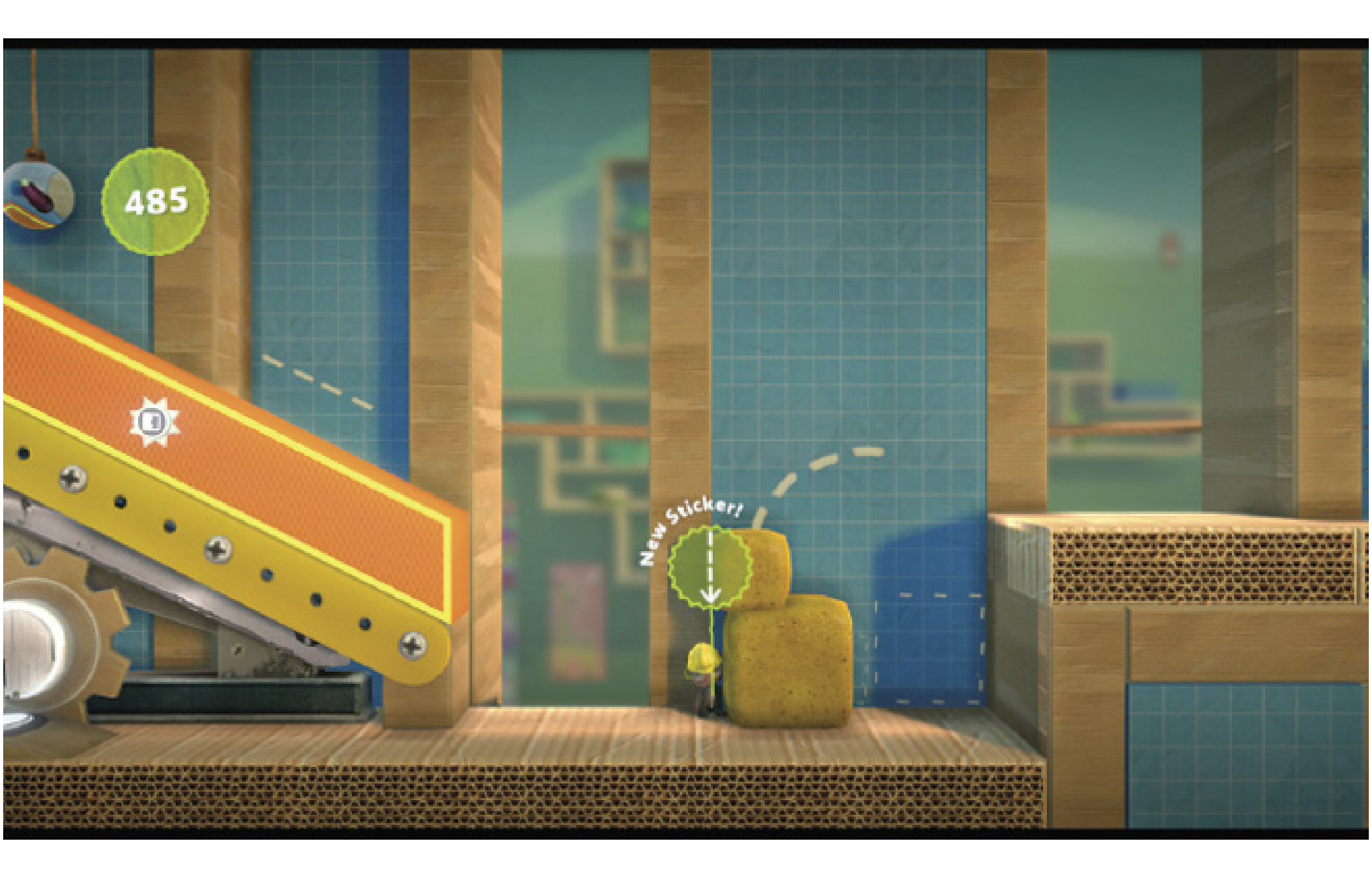


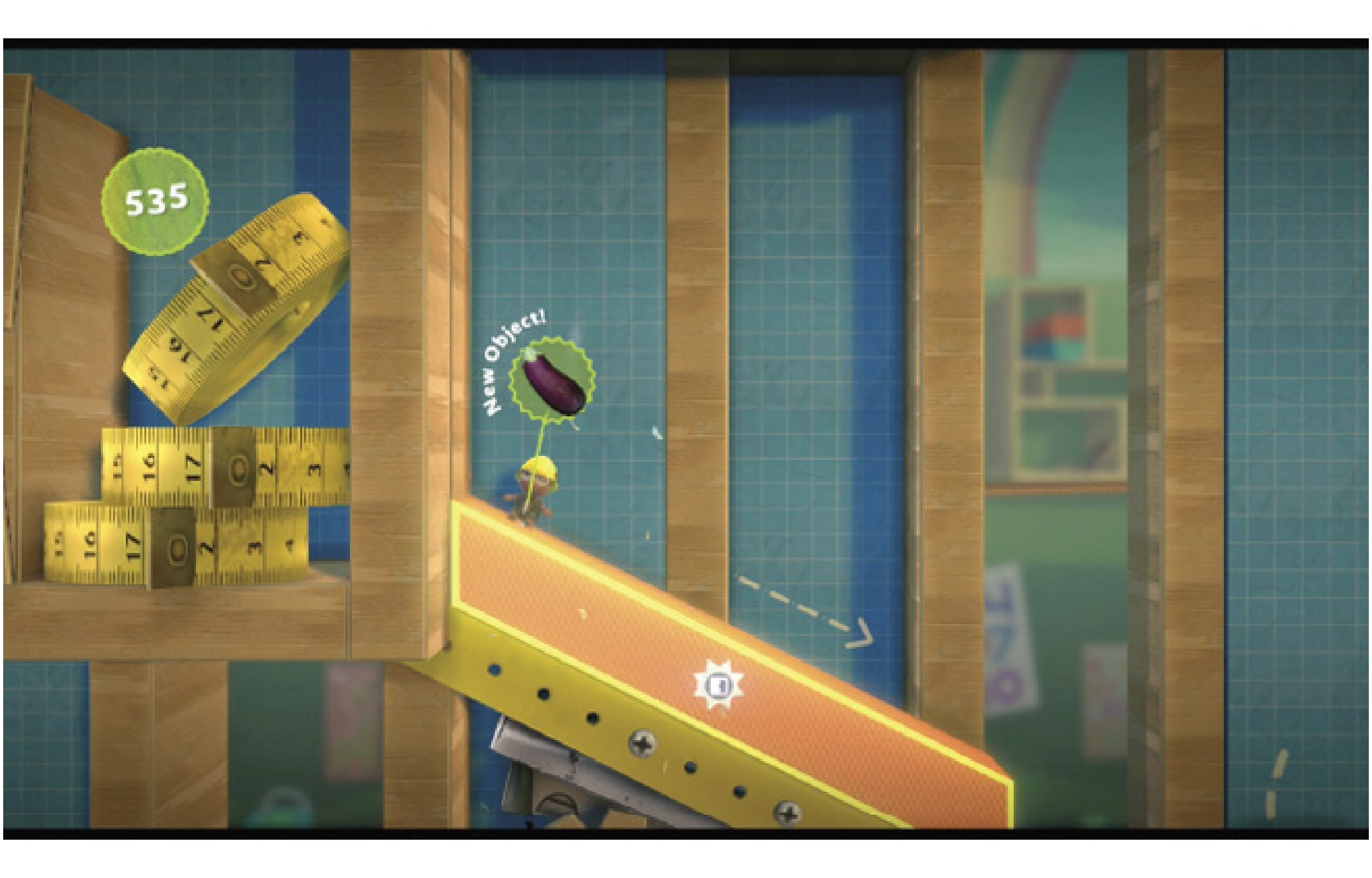

435
New Decoration!
New Object!
R1

Make the next wall climbable, and collect the **Bamboo Stick Decoration** and **Poster Paint Bottle Object** as your sack person ascends.

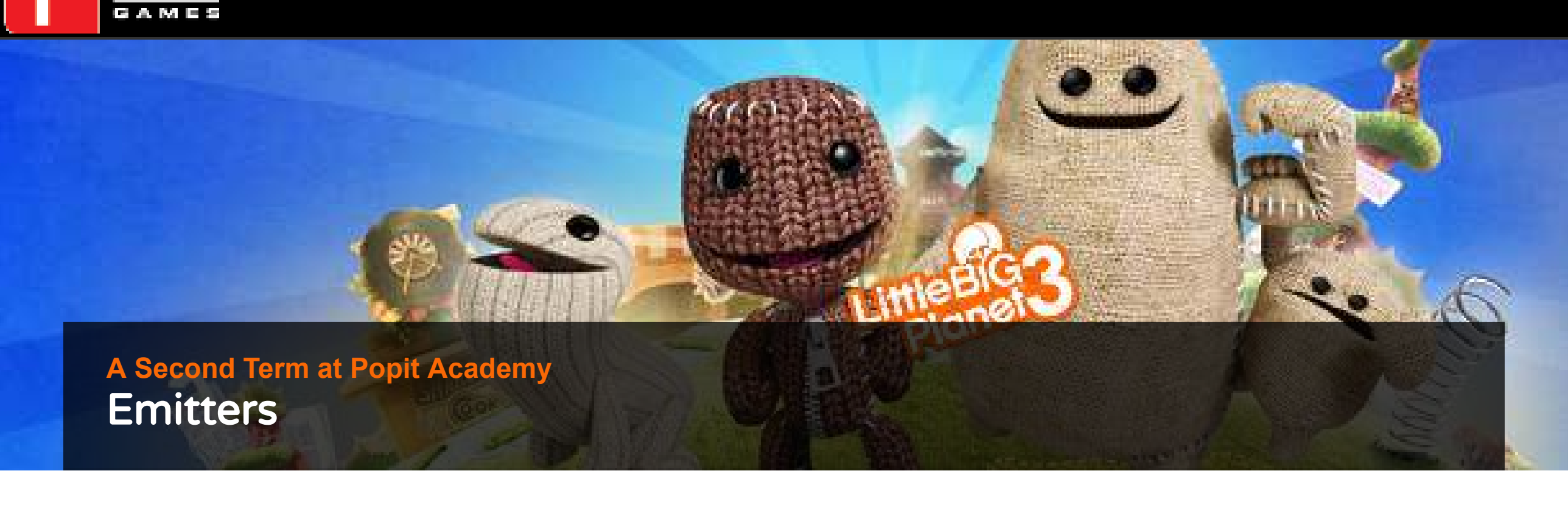
Reduce the Friction of the ramp to lower the sponges and one of the Prize Bubbles (this one for the **Chalk Arrow–Dotted Sticker**). Increase the Friction and make it climbable so your sack person can climb along the outside of it, jump on top of it, and then run to the top to burst the other Prize Bubble for the **Aubergine Object**.


Material Tweak
BEHAVIOR
0%
Friction
0%
EFFECTS
AUDIO


485
New Sticker!

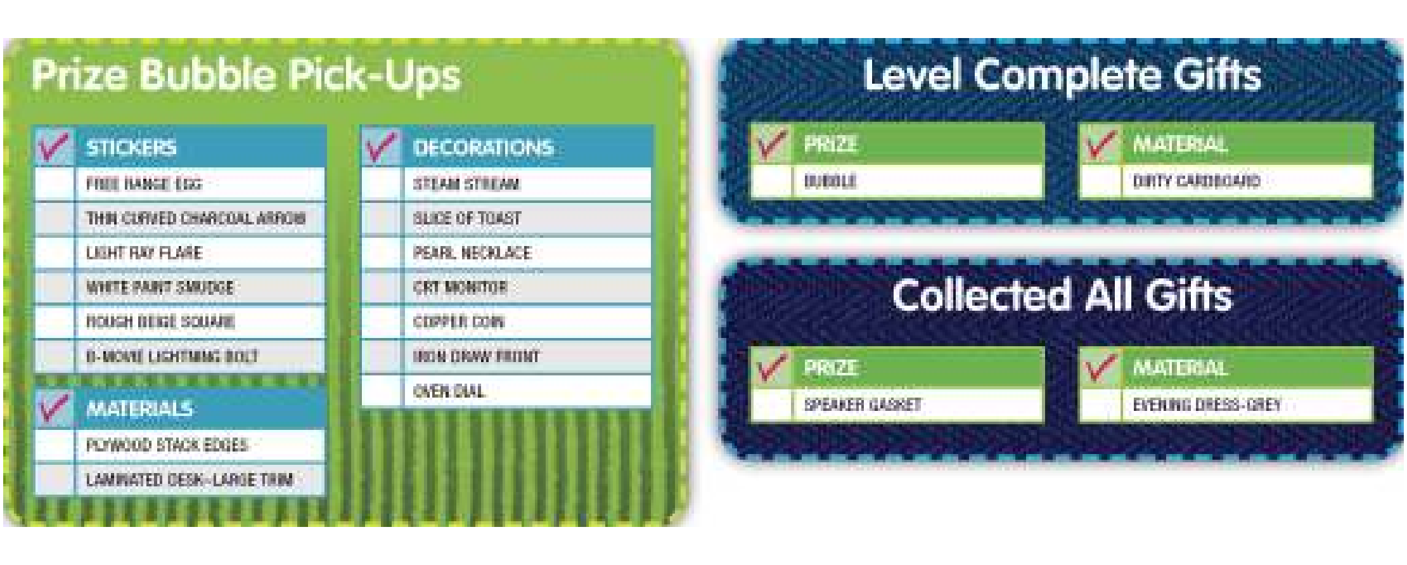

535
New Object!

Line up the sponges to create a little staircase for your sack person to make it up the platform on the right. If you have a hard time moving the larger sponge, grab the smaller sponge from a


LittleBIG Planet 3

A Second Term at Popit Academy

Emitters



Prize Bubble Pick-Ups

☑ STICKERS
FREE RANGE EGG
THIN CURVED CHARCOAL ARROW
LIGHT RAY FLARE
WHITE PAINT SMUDGE
ROUGH BEIGE SQUARE
B-MOVIE LIGHTNING BOLT

☑ MATERIALS
PLYWOOD STACK EDGES
LAMINATED DESK-LARGE TRIM

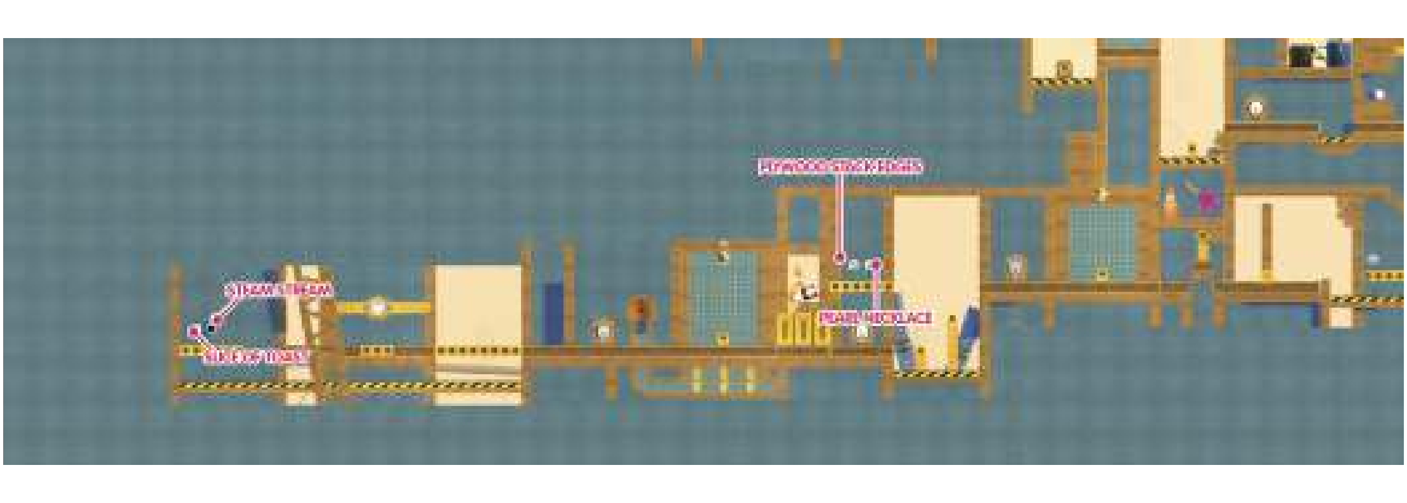
☑ DECORATIONS
STEAM STREAM
SLICE OF TOAST
PEARL NECKLACE
CRT MONITOR
COPPER COIN
IRON DRAW FRONT
OVEN DIAL

Level Complete Gifts

☑ PRIZE	☑ MATERIAL
BUBBLE	DIRTY CARDBOARD

Collected All Gifts

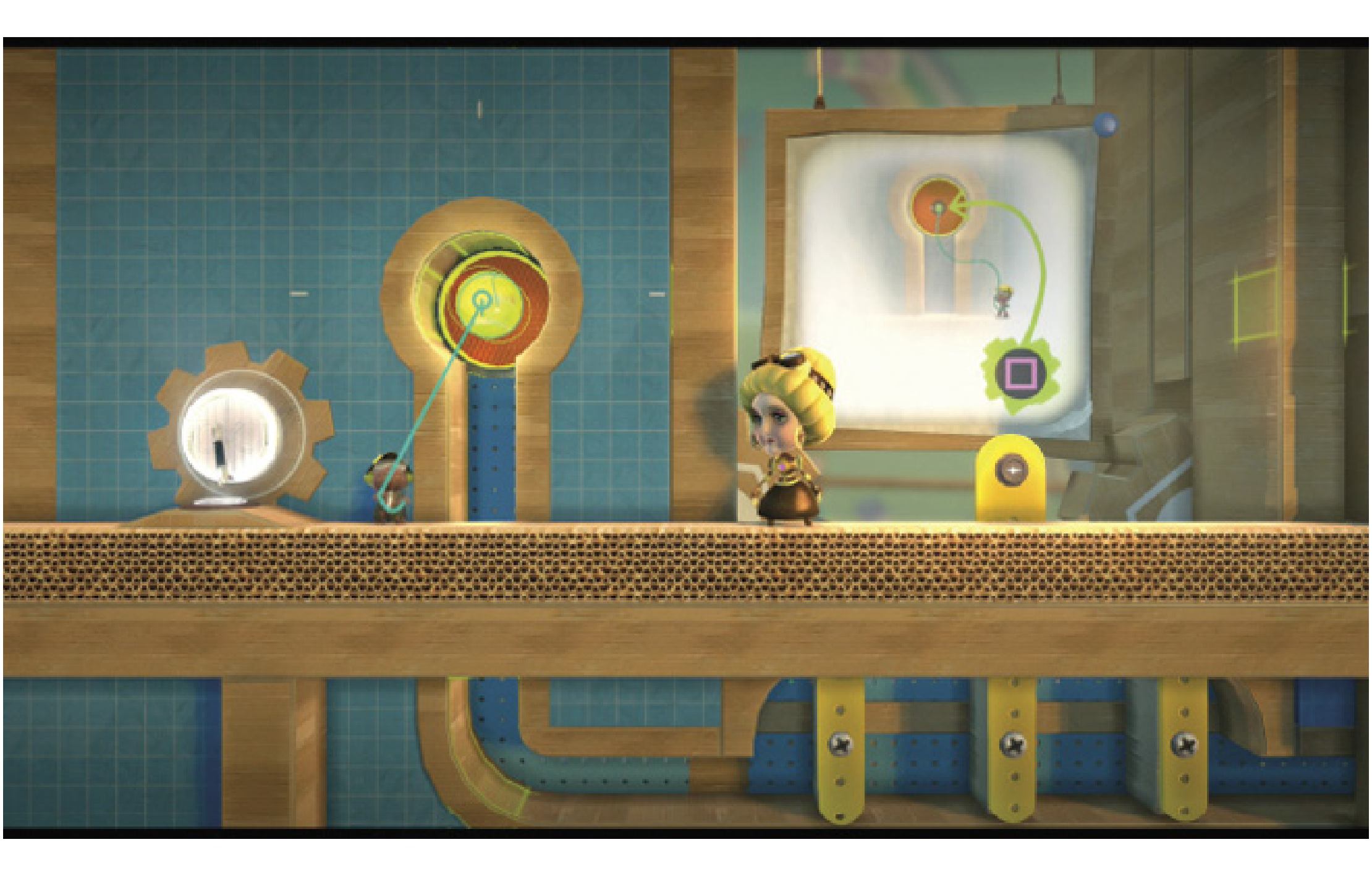
☑ PRIZE	☑ MATERIAL
SPEAKER GASKET	EVENING DRESS-GREY


STEAM STREAM
SLICE OF TOAST
PLYWOOD STACK EDGES
PEARL NECKLACE

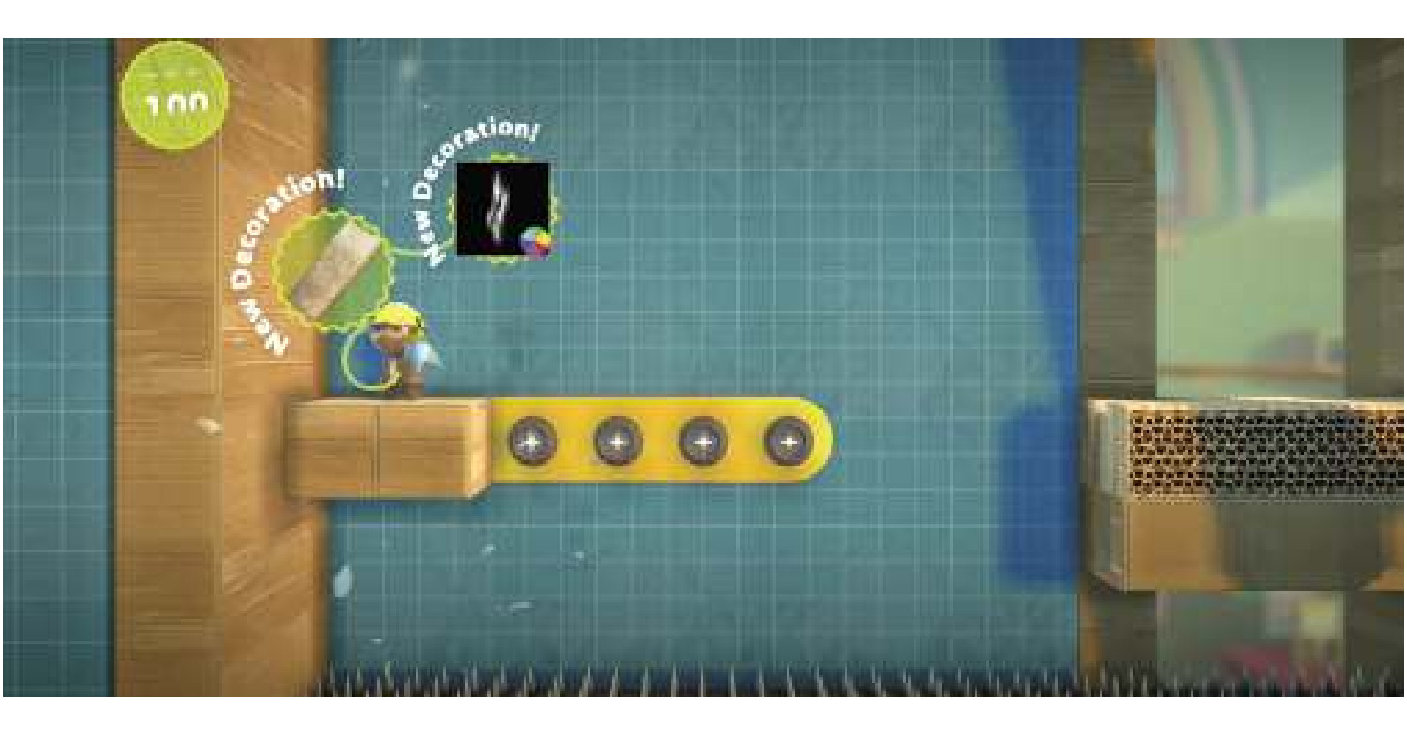
Emitters actually allow materials that you place in a level to create other objects. They can build platforms or spit out balls, whatever you desire in the imaginative new worlds you design in Create Mode.

You're probably eager to get started with this lesson, but before you move to the right, go left to find two hidden Prize Bubbles for the **Steam Stream Decoration** and **Slice of Toast Decoration**. Then, proceed to the right to start your Popit Academy learning. Don't be afraid of those leaps your sack person needs to make here. Paths appear beneath your sack person's feet thanks to Emitters, so you don't have to worry about falling. That's what this level is all about, after all!

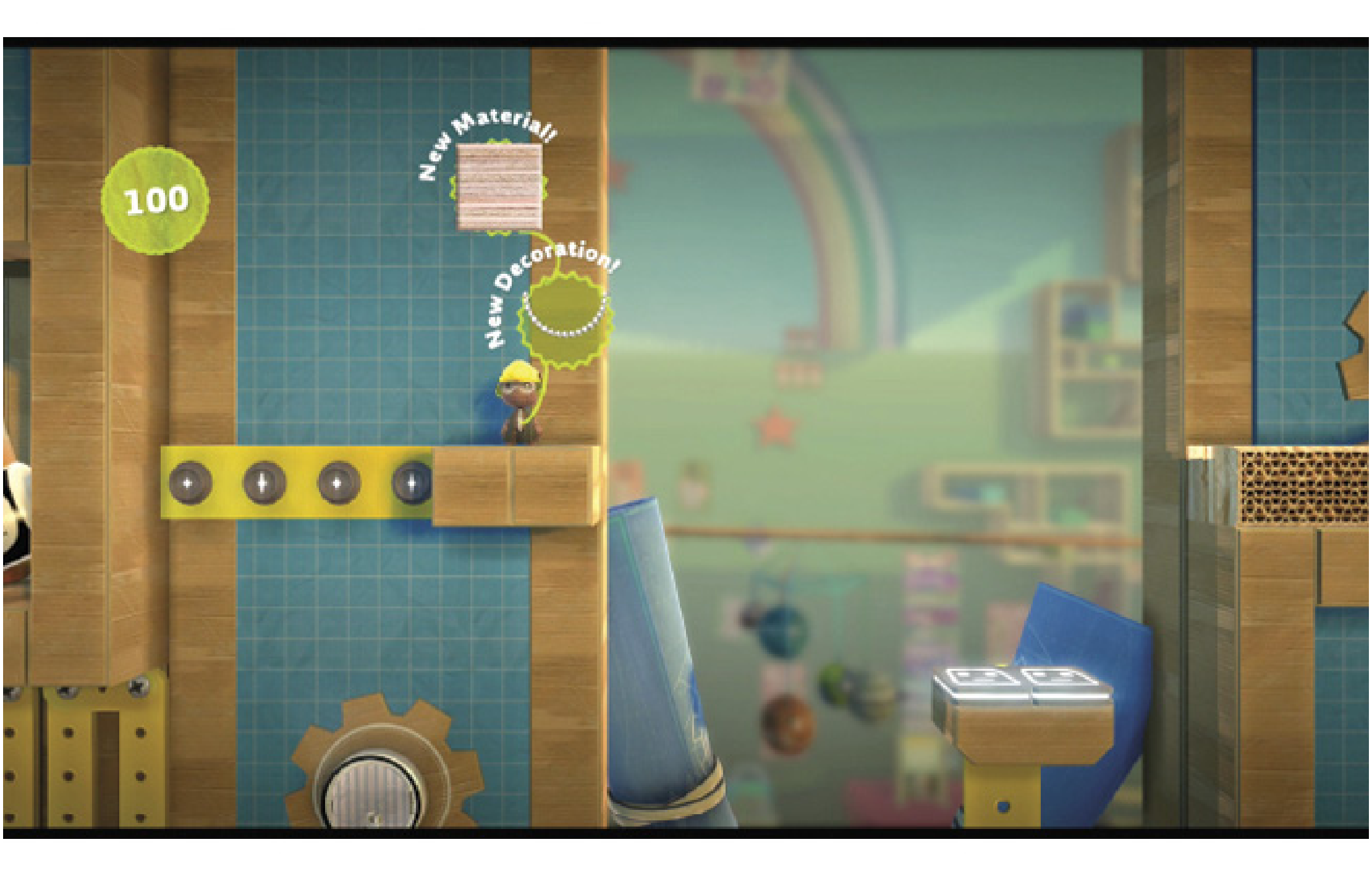
After your first brief lesson about what Emitters are, it's time to try things out for yourself. Open your Popit by pressing □ or the touch pad button, and then select your Popit Cursor. Now, use it to select the Emitter (see it up there in the orange circle?) and then choose an object to emit. In this case, it's going to be a ball.

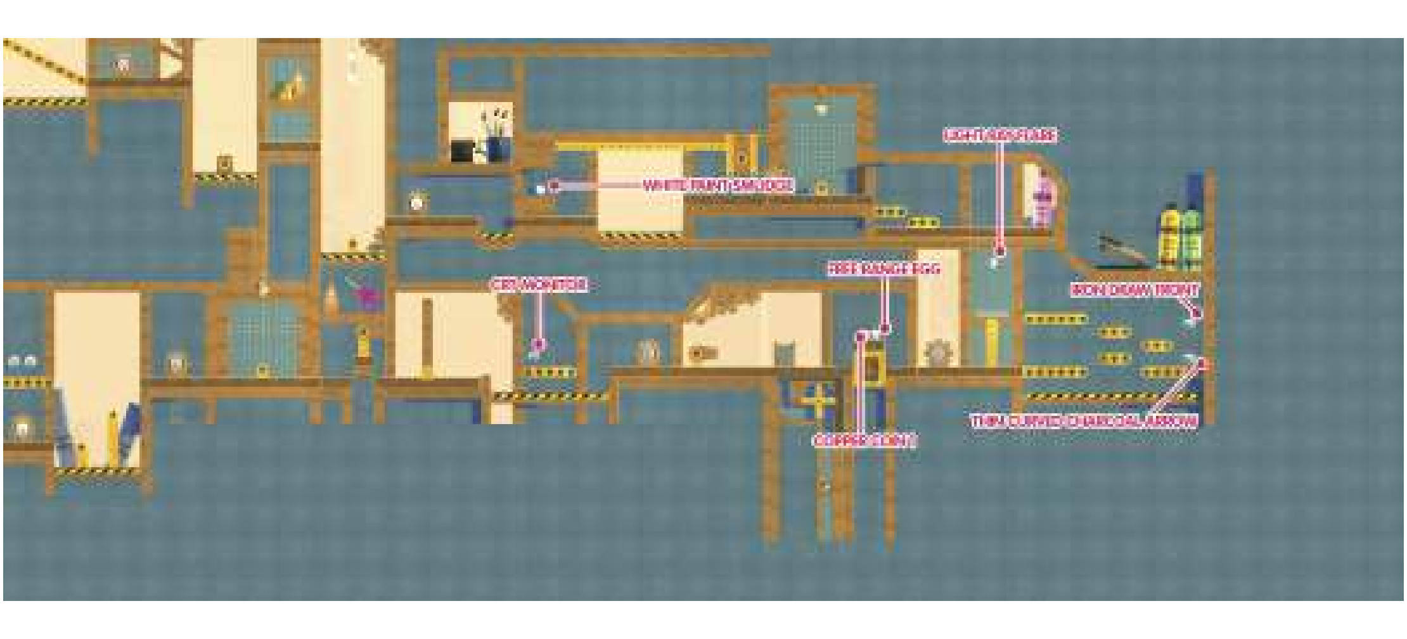


Now you should see the balls rolling from the Emitter. Where are they going?


100
New Decoration!
New Decoration!

Continue onward, and use the Bounce Pads to launch your sack person onto the platform up to the right. Bounce back onto the upper pad, and hold ✕ to jump over to the Prize Bubbles hanging to the left. Don't worry: the Emitters provide a makeshift platform for your sack person when they get there. Pop the bubbles for the **Pearl Necklace Decoration** and **Plywood Stack Edges Material**.

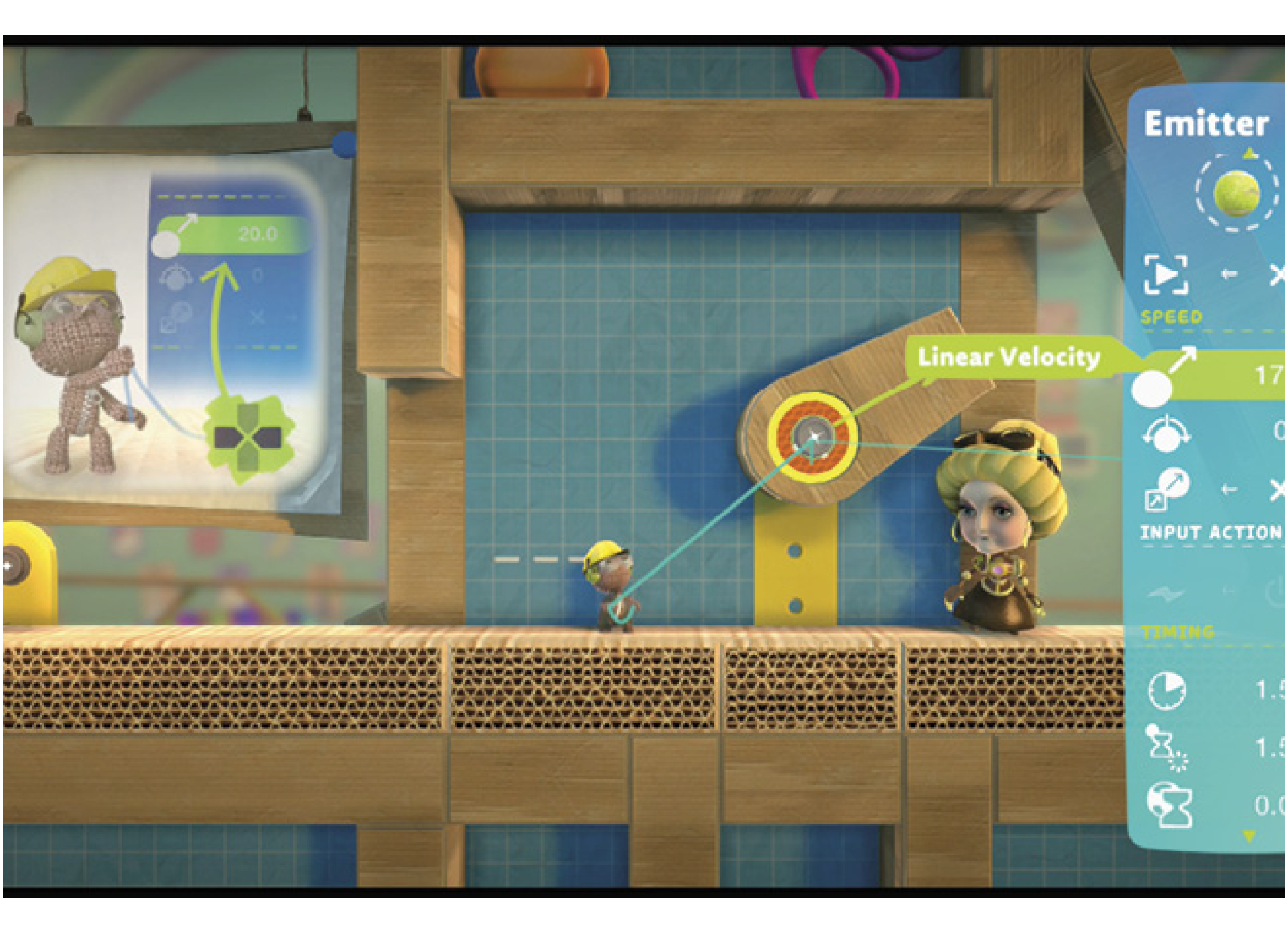

100
New Material!
New Decoration!


WHITE PAINT SMUDGE
LIGHT RAY FLARE
CRT MONITOR
FREE RANGE EGG
IRON DRAW FRONT
COPPER COIN
THIN CURVED CHARCOAL ARROW

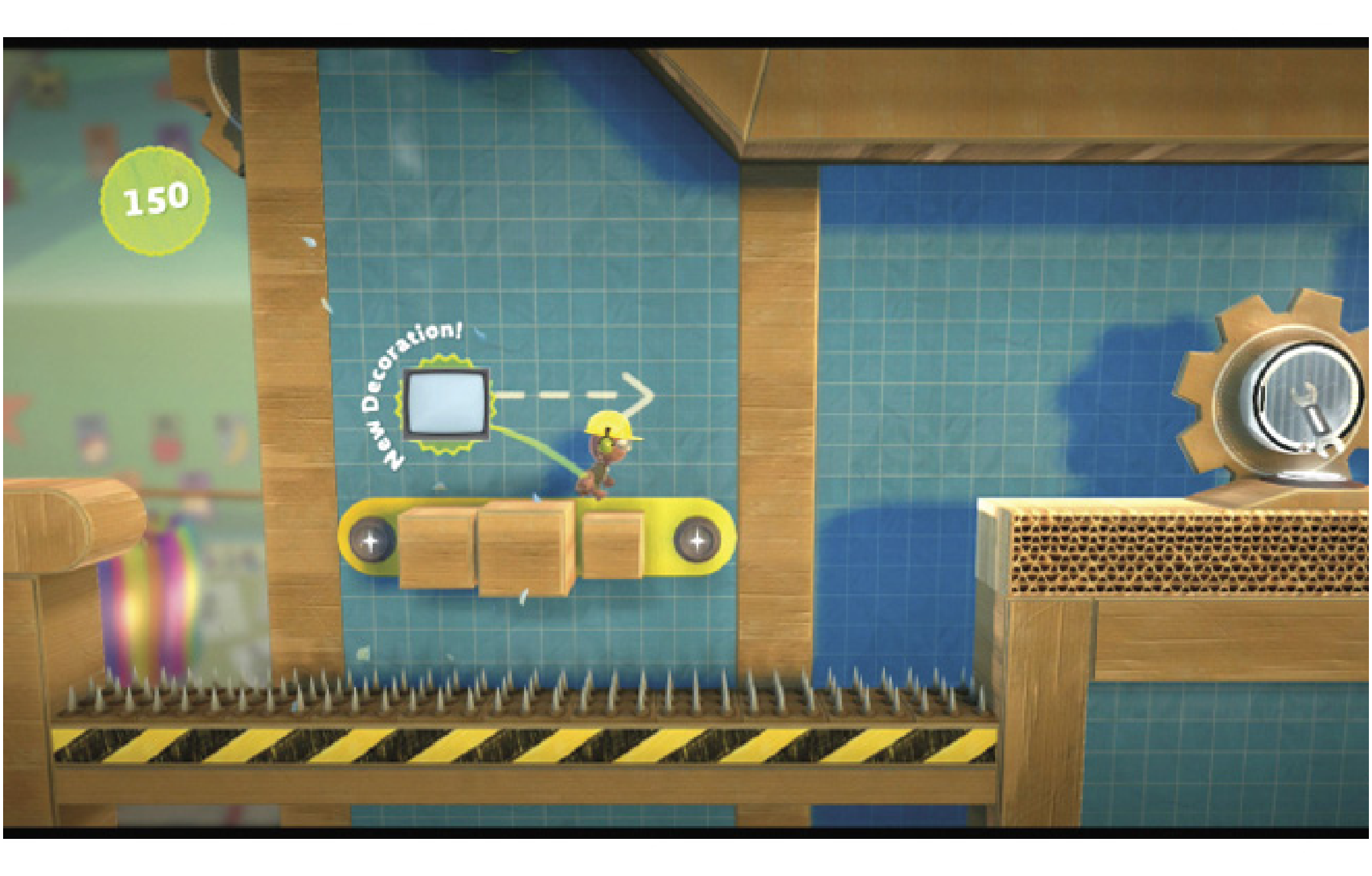
How Fast Can They Go?

Return to the platform on the right to continue with your lesson. Now, it's all about speed. Adjusting this setting for your Emitters changes how rapidly things come out of them.

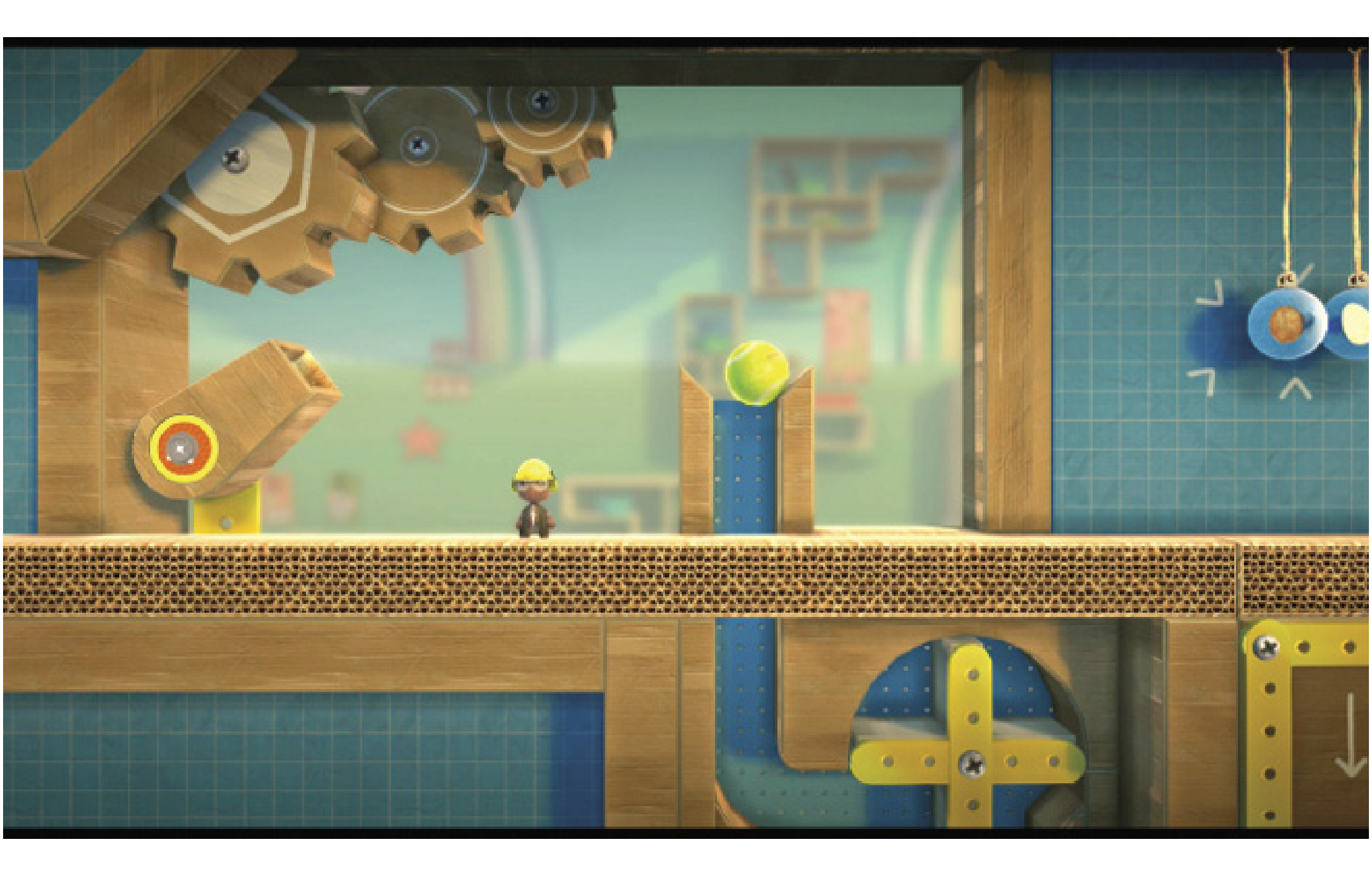
Dash forward, and notice the Emitter spitting out those balls from earlier. They need to go a little faster if they're going to knock down the obstacle in the way. Select the Emitter with your Popit Cursor, and press □ to tweak its Linear Velocity—that's fancy speak for "speed."


20.0
Emitter
SPEED
Linear Velocity
INPUT ACTION
TIMING

Once you have increased the Linear Velocity enough, the platform blocking the way falls down so your sack person can progress onward. As you go jumping from platform to platform, sometimes before they even appear, pop the Prize Bubble for the **CRT Monitor Decoration**.


150
New Decoration!

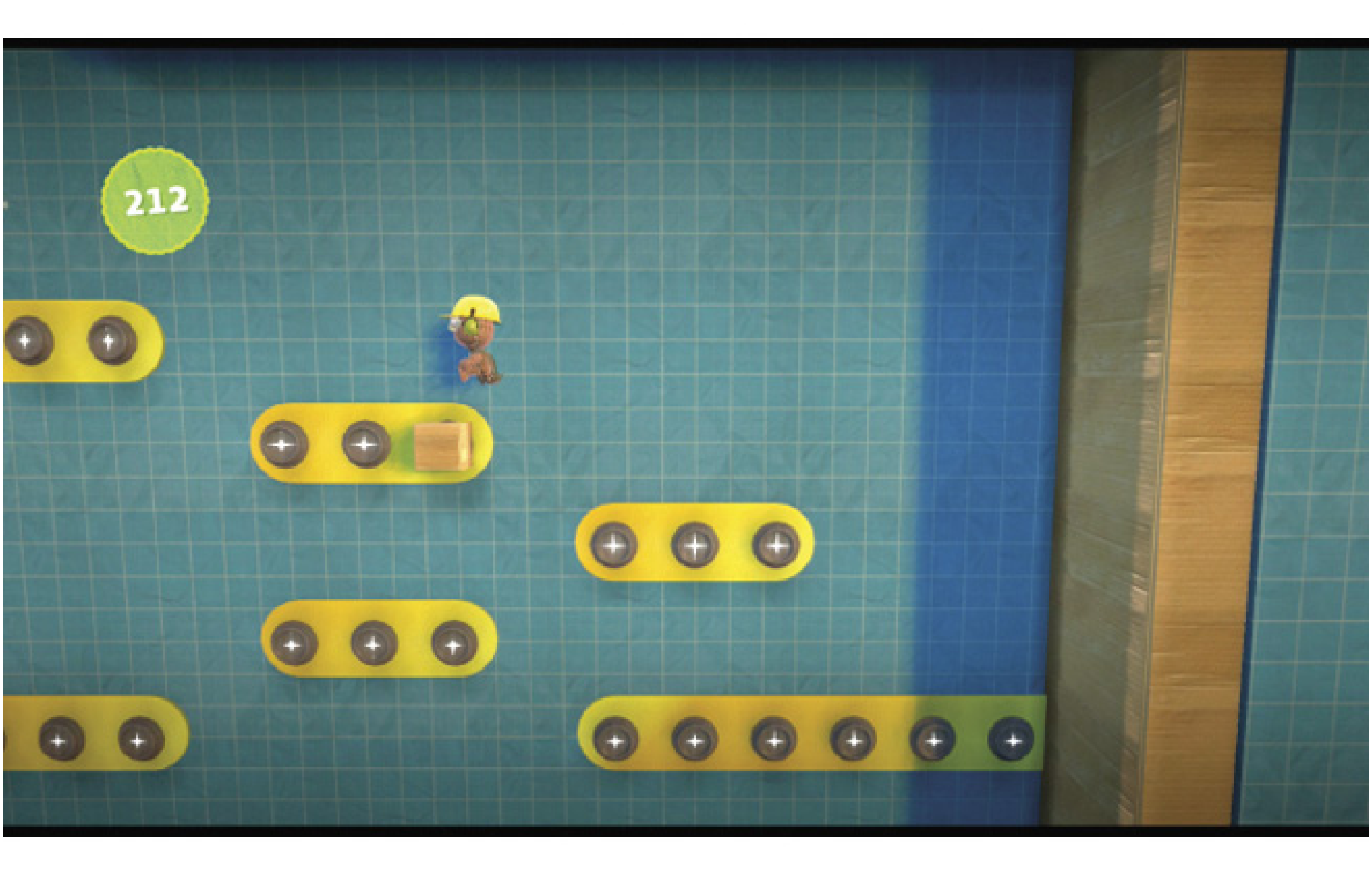
Next up, adjust the Linear Velocity of the next Emitter so it spits the balls into the tunnel ahead. A setting of 8.0 should do the trick.

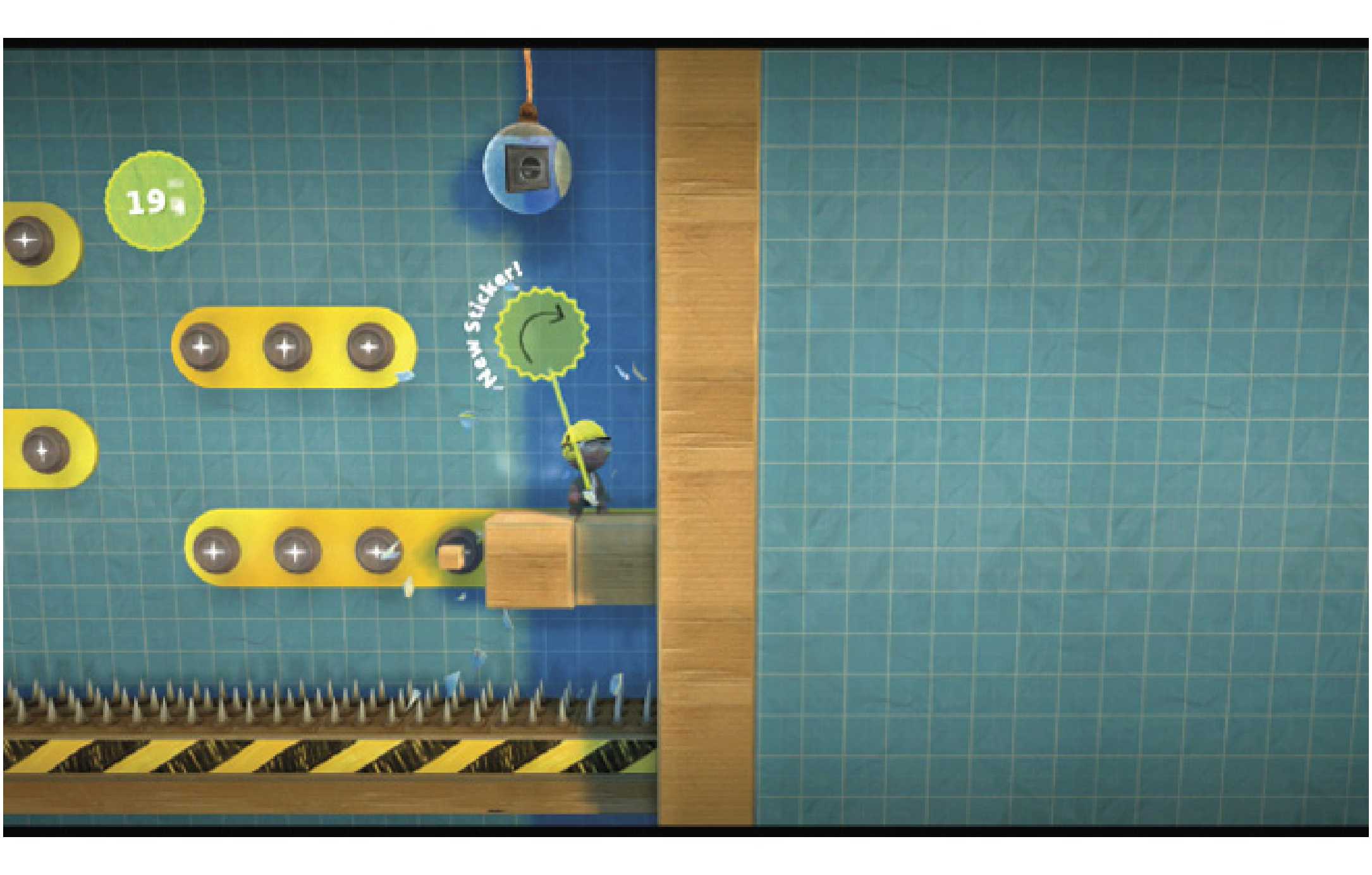


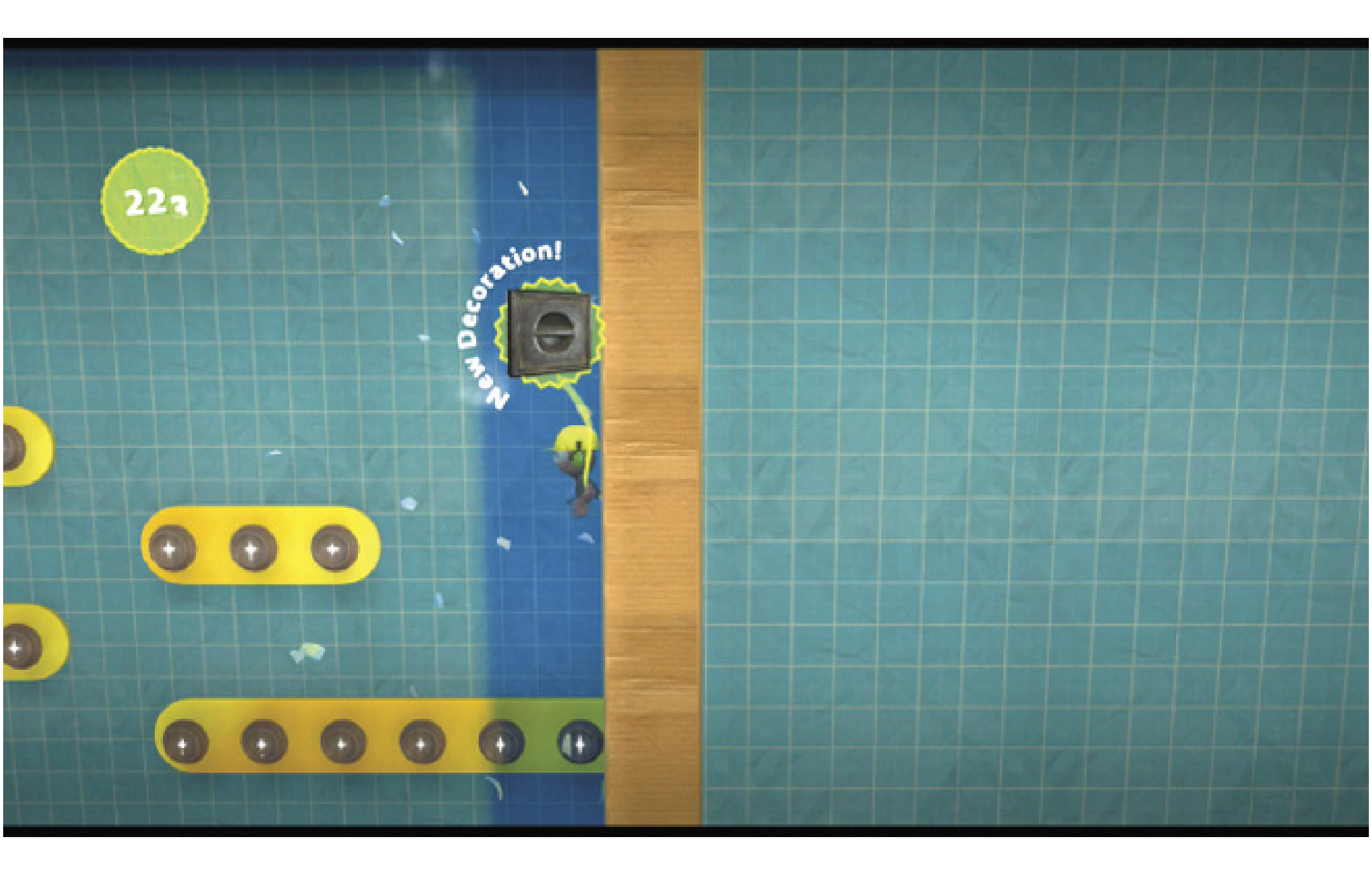
Each time a ball lands in this tunnel, the platform to the right lowers. Once it's low enough for your sack person to jump onto it, hop aboard, and then jump to burst the Prize Bubbles for the **Copper Coin Decoration** and **Free Range Egg Sticker**.

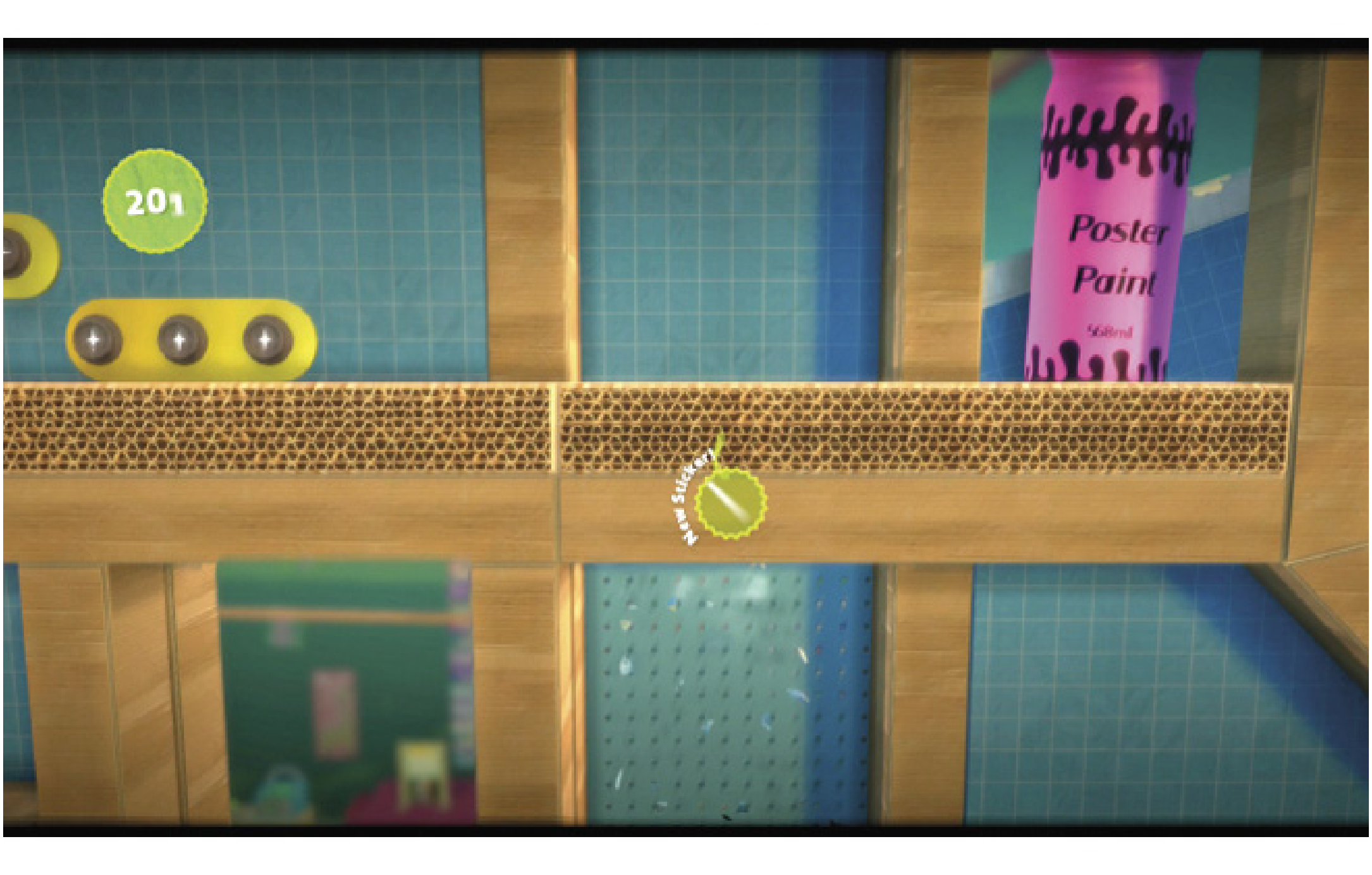
Up ahead, a challenge area shows you several Emitters. Use them to jump upward until your sack person makes it to the platform above their current level. Collect the **Thin Curved Charcoal Arrow Sticker** and **Iron Draw Front Decoration** from the Prize Bubbles as you go.

Now, use the Bounce Pad to launch your sack person up. Be sure to hit the **Light Ray Flare Sticker** Prize Bubble along the way.




New Sticker!

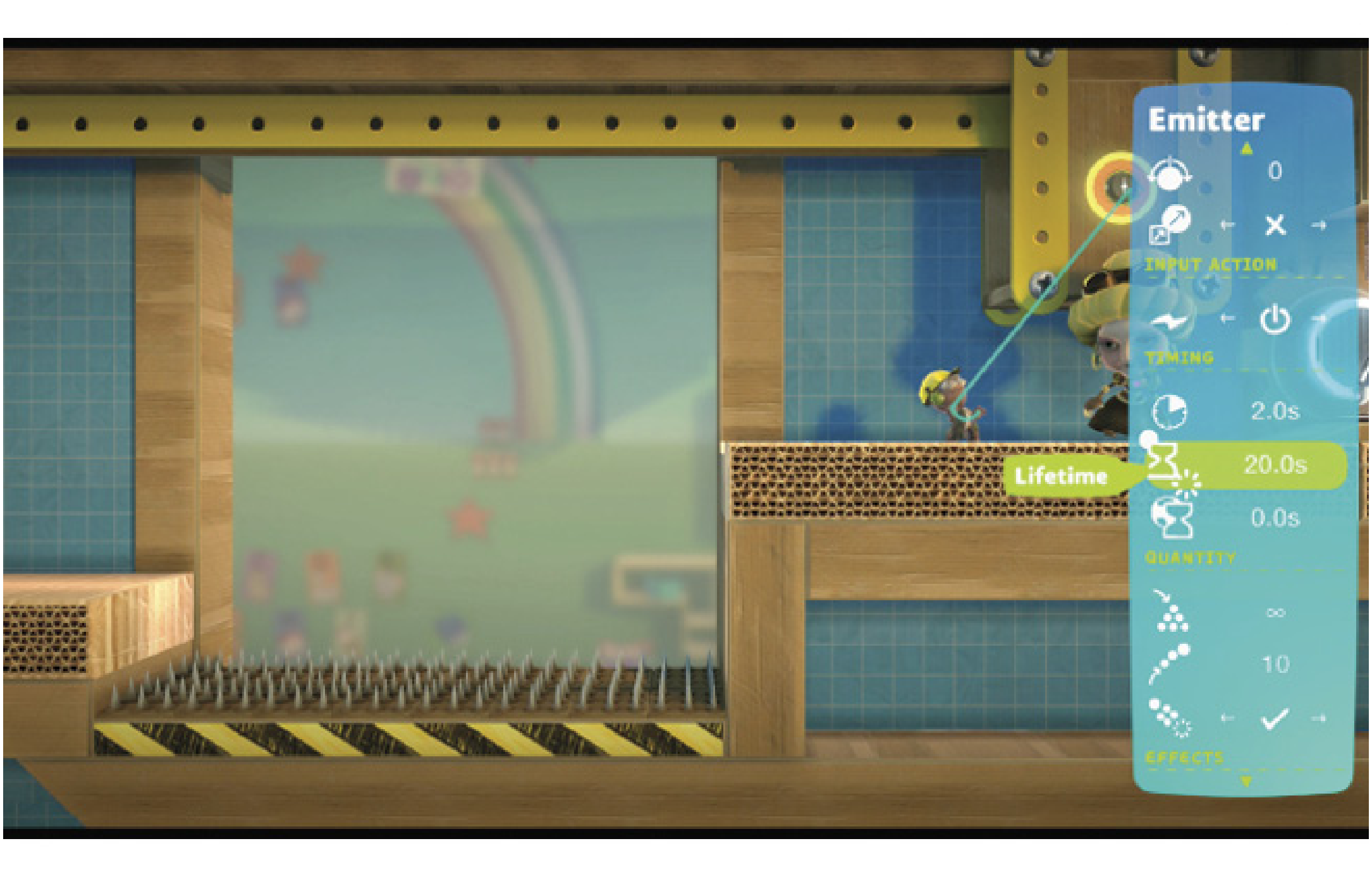

New Decoration!

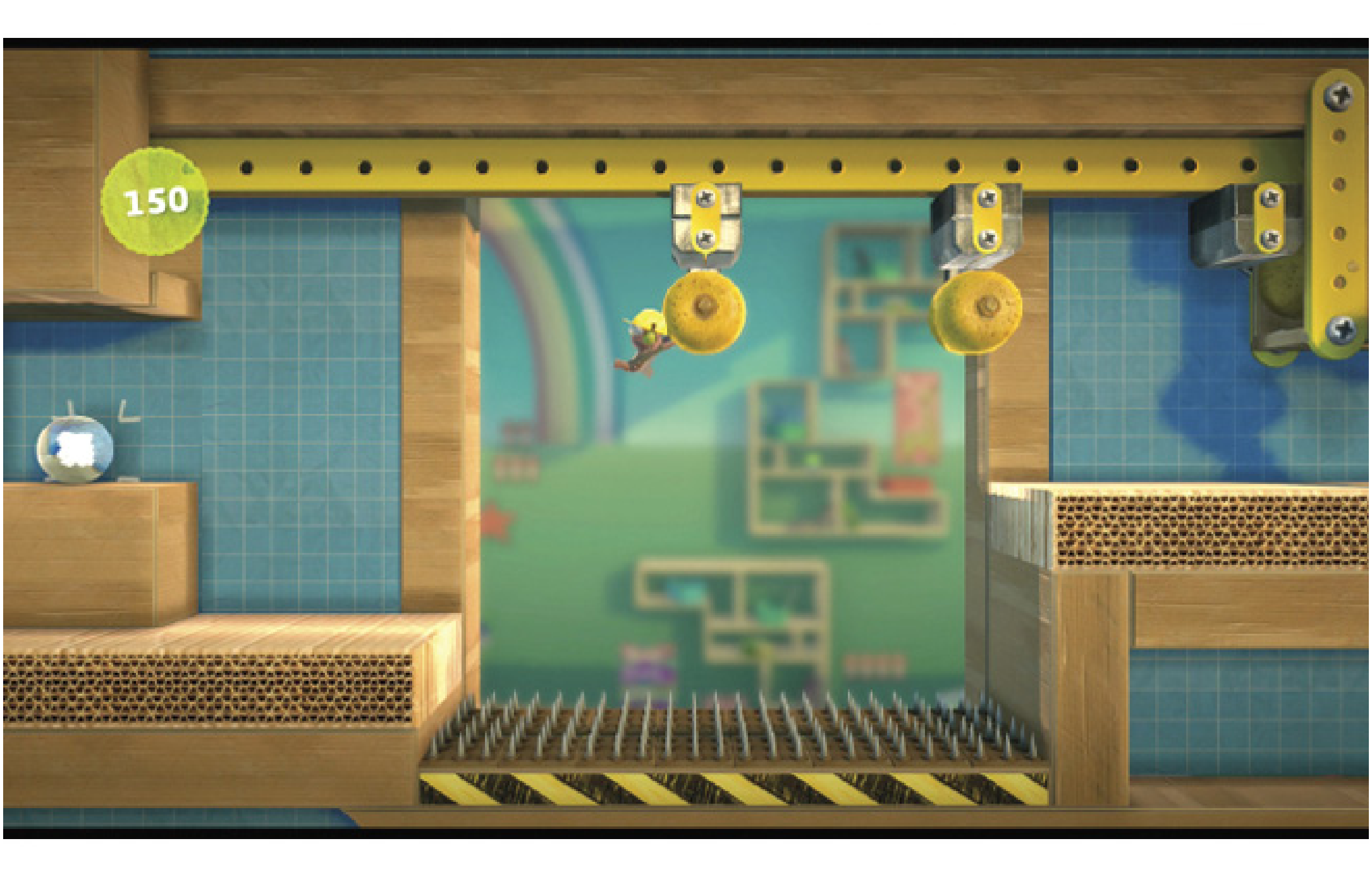

Poster
Paint
New Sticker!

Timing is Everything

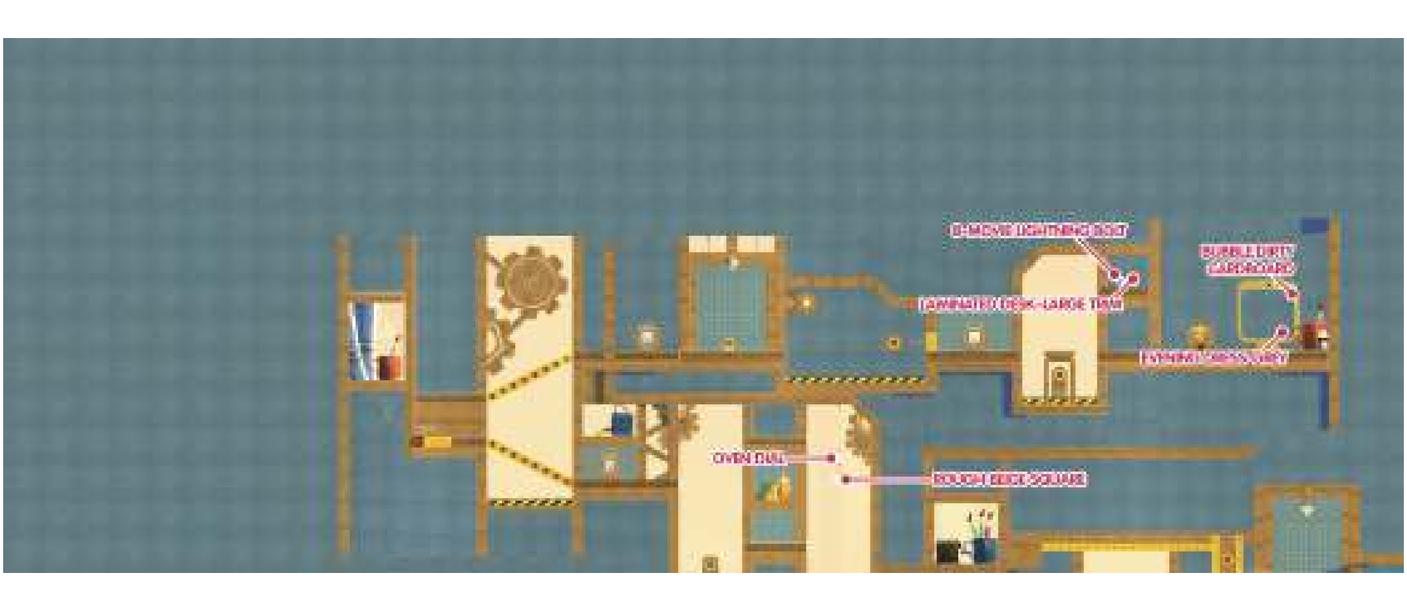
There are other ways to fine-tune your Emitters, like specifying the intervals at which they should spit out objects and how long those objects should remain in the level before disappearing. After all, you don't want a cluttered level just because of an overzealous or long-forgotten Emitter.

Proceed forward to see sponges that are disappearing much too quickly. This means your sack person won't be able to use them to get across the gap. Select the Emitter with your Popit Cursor, and press □ to adjust the Lifetime of the sponges to something more appropriate. Then, grab ahold of a sponge and travel across the gap to the platform on the right. Hang on until the very end to jump and catch that **White Paint Smudge Sticker** Prize Bubble.


Emitter
0
INPUT ACTION
TIMING
2.0s
Lifetime
20.0s
0.0s
QUANTITY
10
EFFECTS



New Sticker!


B-MOVIE LIGHTNING BOLT
BUBBLE DIRTY CARDBOARD
LAMINATED DESK-LARGE TRIM
EVENING DRESS-GREY
OVEN DIAL
ROUGH BEIGE SQUARE

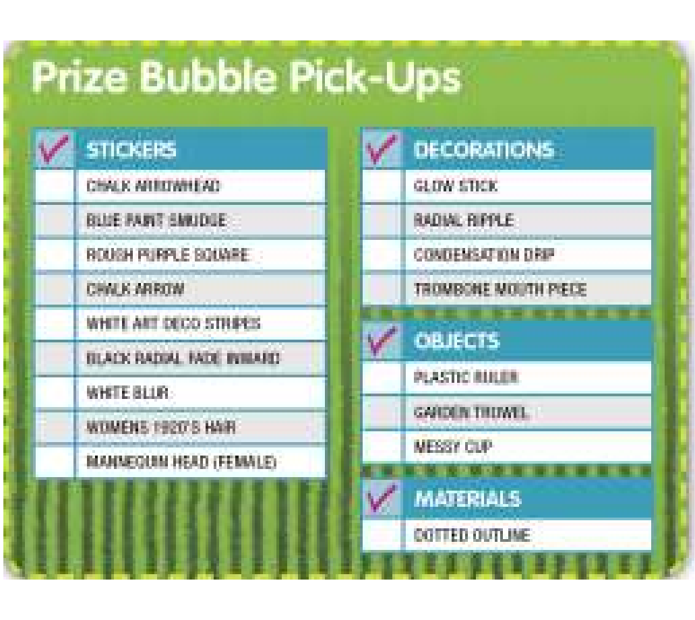
Take the moving platforms up to higher levels. You need to adjust the Frequency of the second set. But make sure you don't get off that one too soon. Take it all the way to the top and disembark on the right, then jump to burst the Prize Bubbles for the **Oven Dial Decoration** and **Rough Beige Square Sticker** on your sack person's way down.

When you go back the way you came a second time, emerge to the left this time, where you see the Popit Powerup. Proceed up the ramps that appear from the Emitters, but be careful of their very specific timings.

300
New Sticker!
New Decoration!

LittleBIG Planet 3

A Second Term at Popit Academy
Velociporters and Teleporters



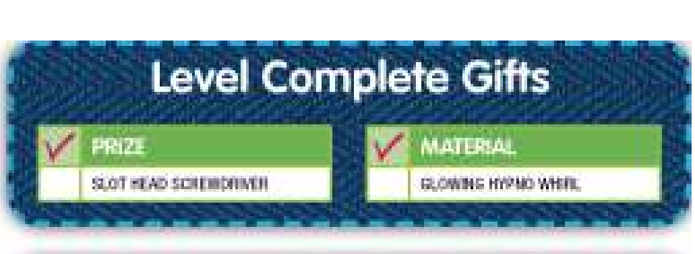
Prize Bubble Pick-Ups

☑ STICKERS
☐ CHALK ARROWHEAD
☐ BLUE PAINT SMUDGE
☐ ROUGH PURPLE SQUARE
☐ CHALK ARROW
☐ WHITE ART DECO STRIPES
☐ BLACK RADIAL FADE INWARD
☐ WHITE BLUR
☐ WOMENS 1920'S HAIR
☐ MANNEQUIN HEAD (FEMALE)

☑ DECORATIONS
☐ GLOW STICK
☐ RADIAL RIPPLE
☐ CONDENSATION DRIP
☐ TROMBONE MOUTH PIECE

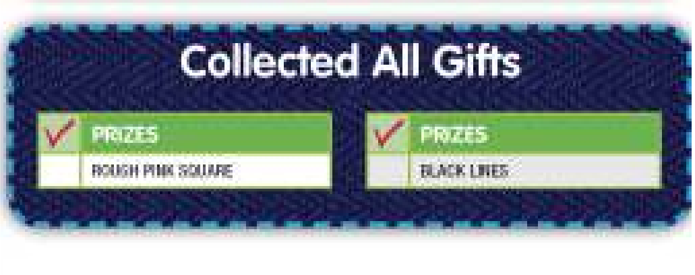
☑ OBJECTS
☐ PLASTIC RULER
☐ GARDEN TROWEL
☐ MESSY CUP

☑ MATERIALS
☐ DOTTED OUTLINE



Level Complete Gifts

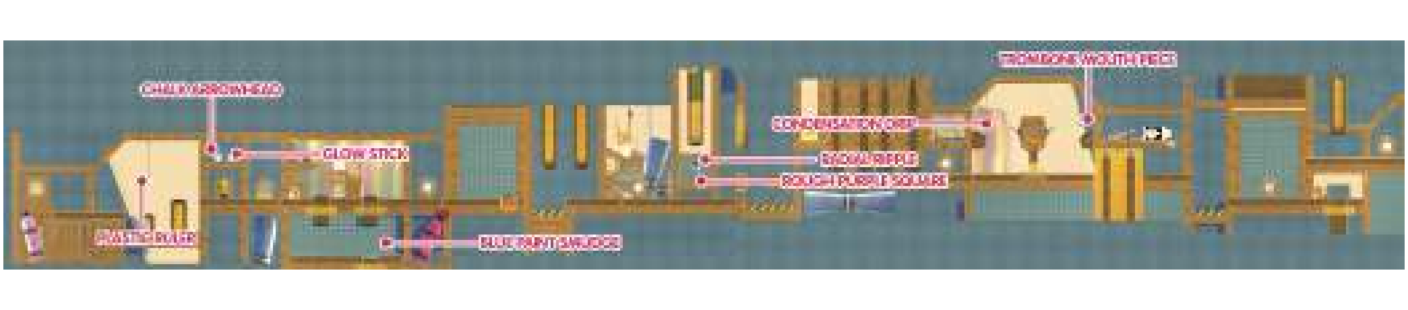
☑ PRIZE	☑ MATERIAL
☐ SLOT HEAD SCREWDRIVER	☐ GLOWING HYPNO WHIRL



Collected All Gifts

☑ PRIZES	☑ PRIZES
☐ ROUGH PINK SQUARE	☐ BLACK LINES

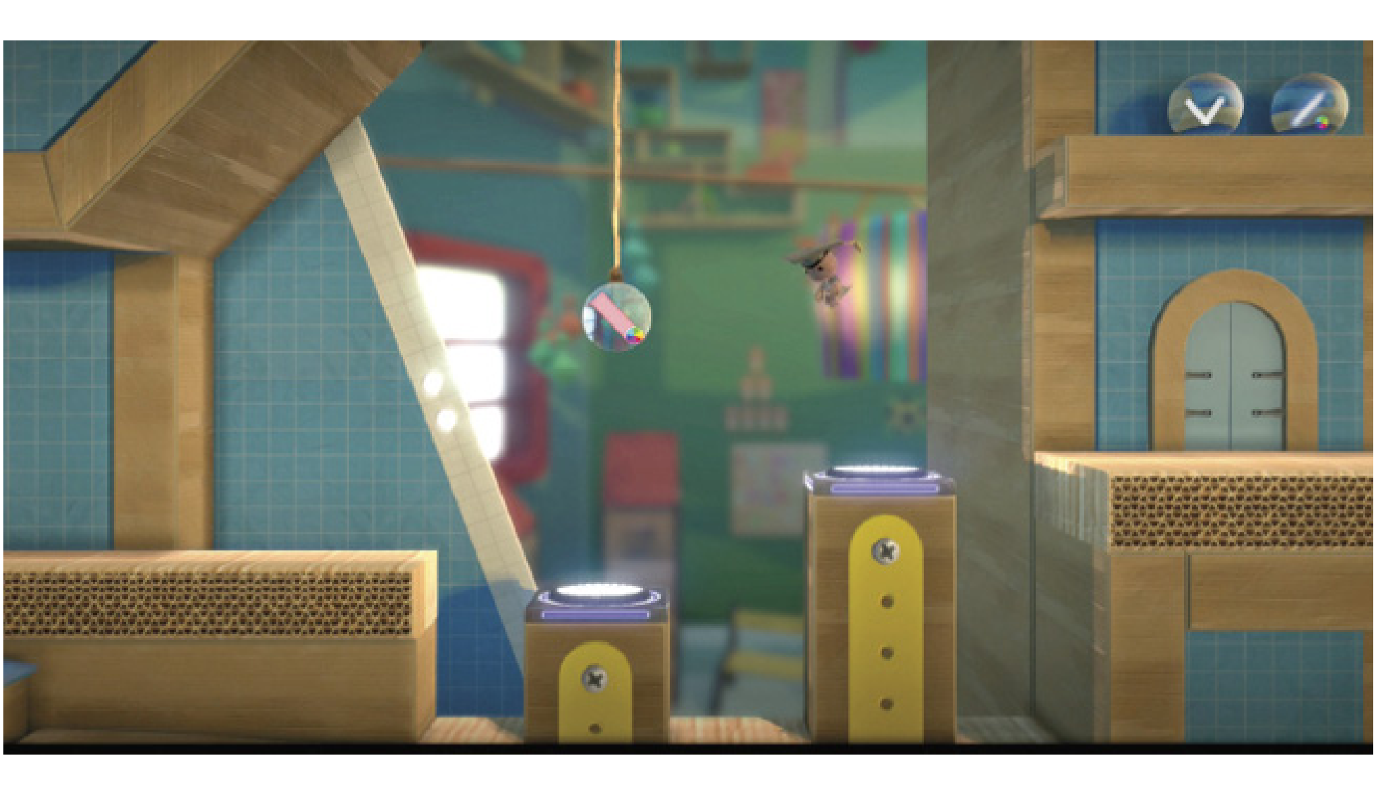
Now the real fun begins, starting with the magic of teleportation. Who doesn't like jumping through space, right? It's quite fun, which is why this lesson is devoted to just this kind of phenomenon. And if you don't believe in it, don't worry about it... in the Imagisphere, anything is possible!

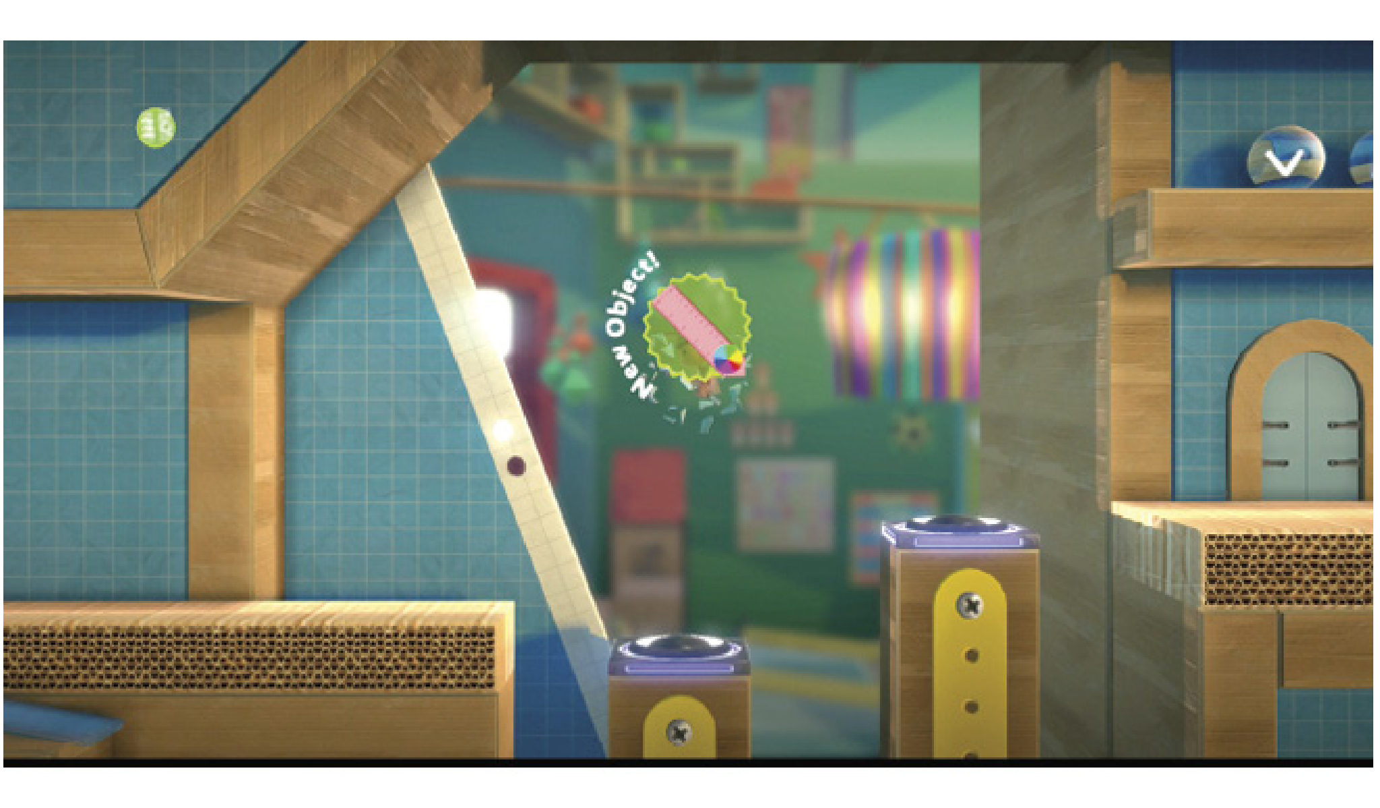

CHALK ARROWHEAD
GLOW STICK
PLASTIC RULER
BLUE PAINT SMUDGE
TROMBONE MOUTH PIECE
CONDENSATION DRIP
RADIAL RIPPLE
ROUGH PURPLE SQUARE

Velociporters

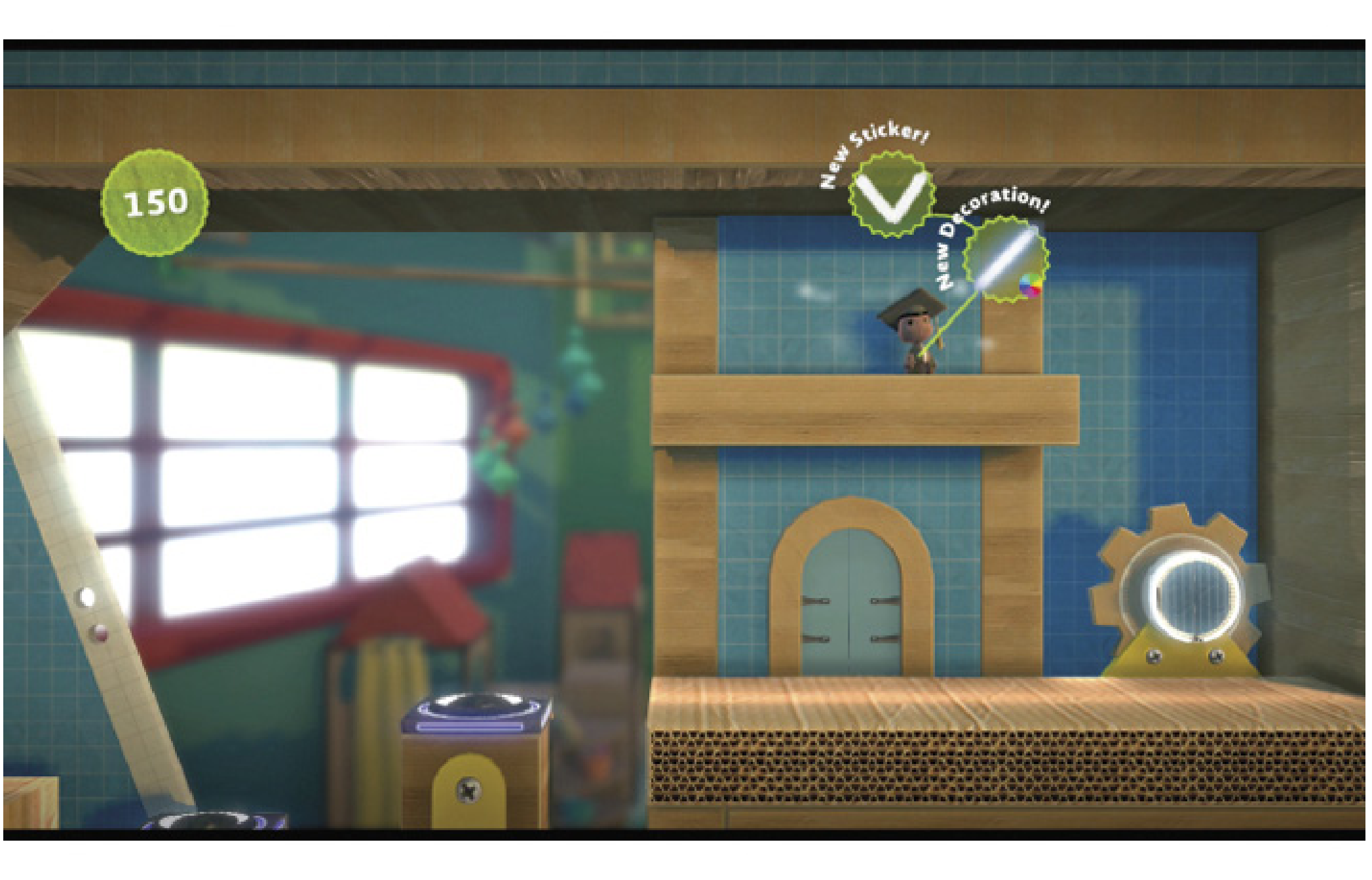
First, some words about these handy Velociporters. When you jump in one, you'll come out at the nearest other one of the same color.

At the very beginning of this level, you have the chance to try out a couple of them. See those Prize Bubbles way up high, above the Velociporters and on a platform to the right? They seem out of reach, but not if your sack person gains some momentum as they fly through the Velociporters. Go through them to the far platform first, then take a big jump over the taller one to dive into the smaller one. On your way out of the tall one, go left to pop the **Plastic Ruler Object** Prize Bubble.

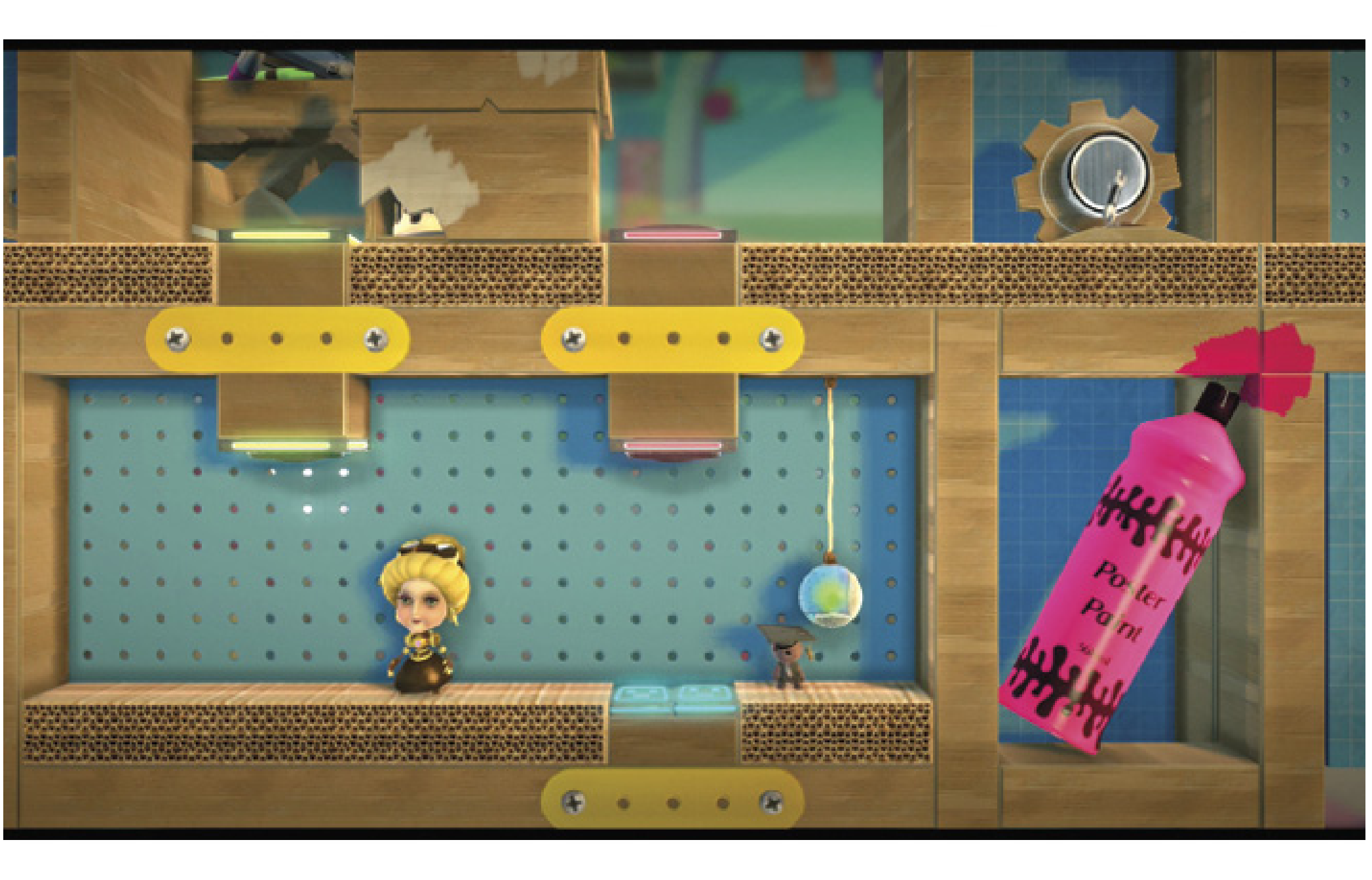




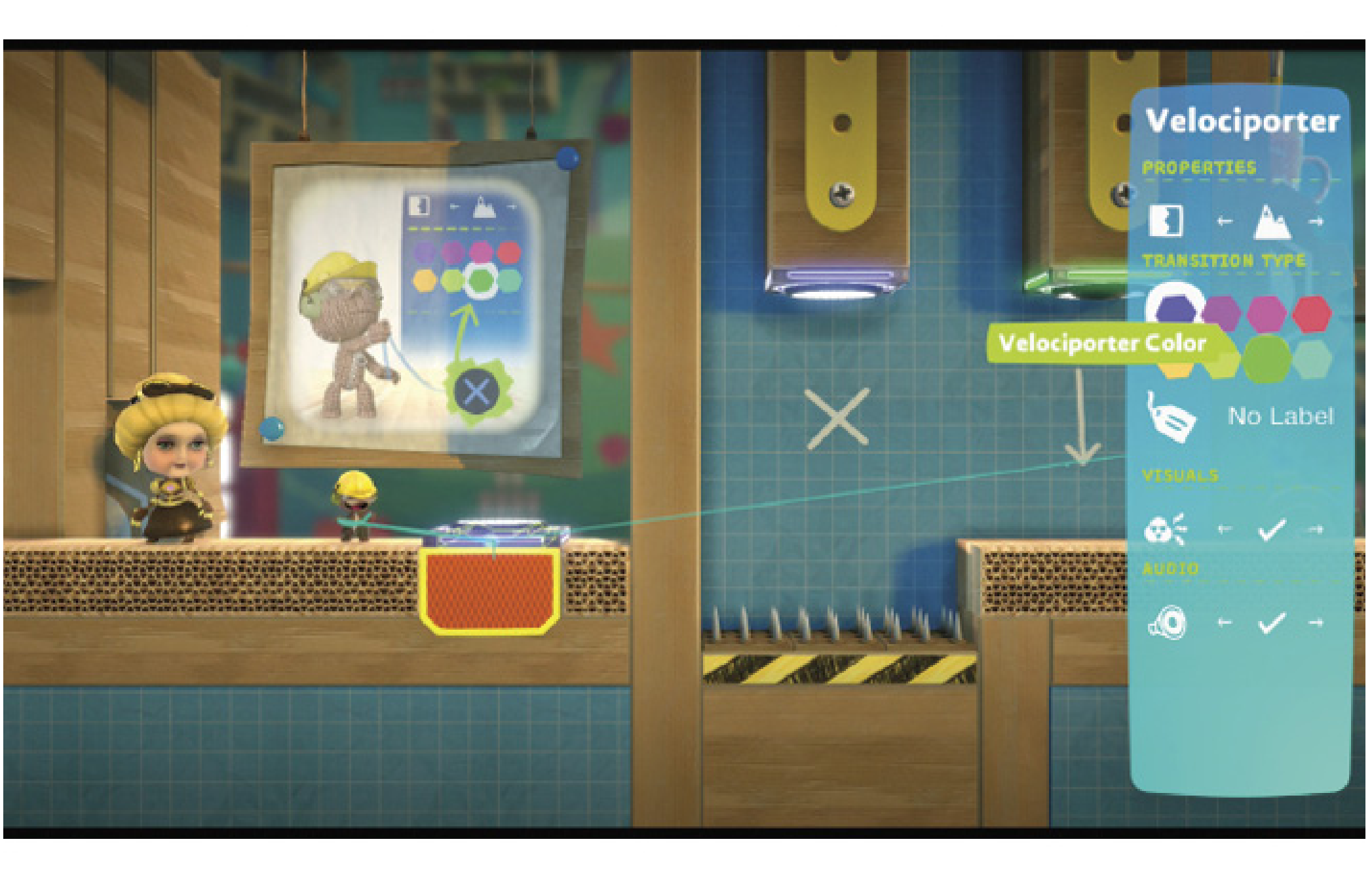
Now, launch your sack person this way through the Velociporters at least a couple of times. They catch more air each time, gaining momentum until they can jump to the right to reach the platform containing the other Prize Bubbles. These bubbles hold the **Chalk Arrowhead Sticker** and **Glow Stick Decoration**.


150
New Sticker!
New Decoration!

Bound through more of these as your sack person proceeds through the level to get a feel for these funny and wondrous objects. Collect the **Blue Paint Smudge Sticker** as you go, next to the Bounce Pad.

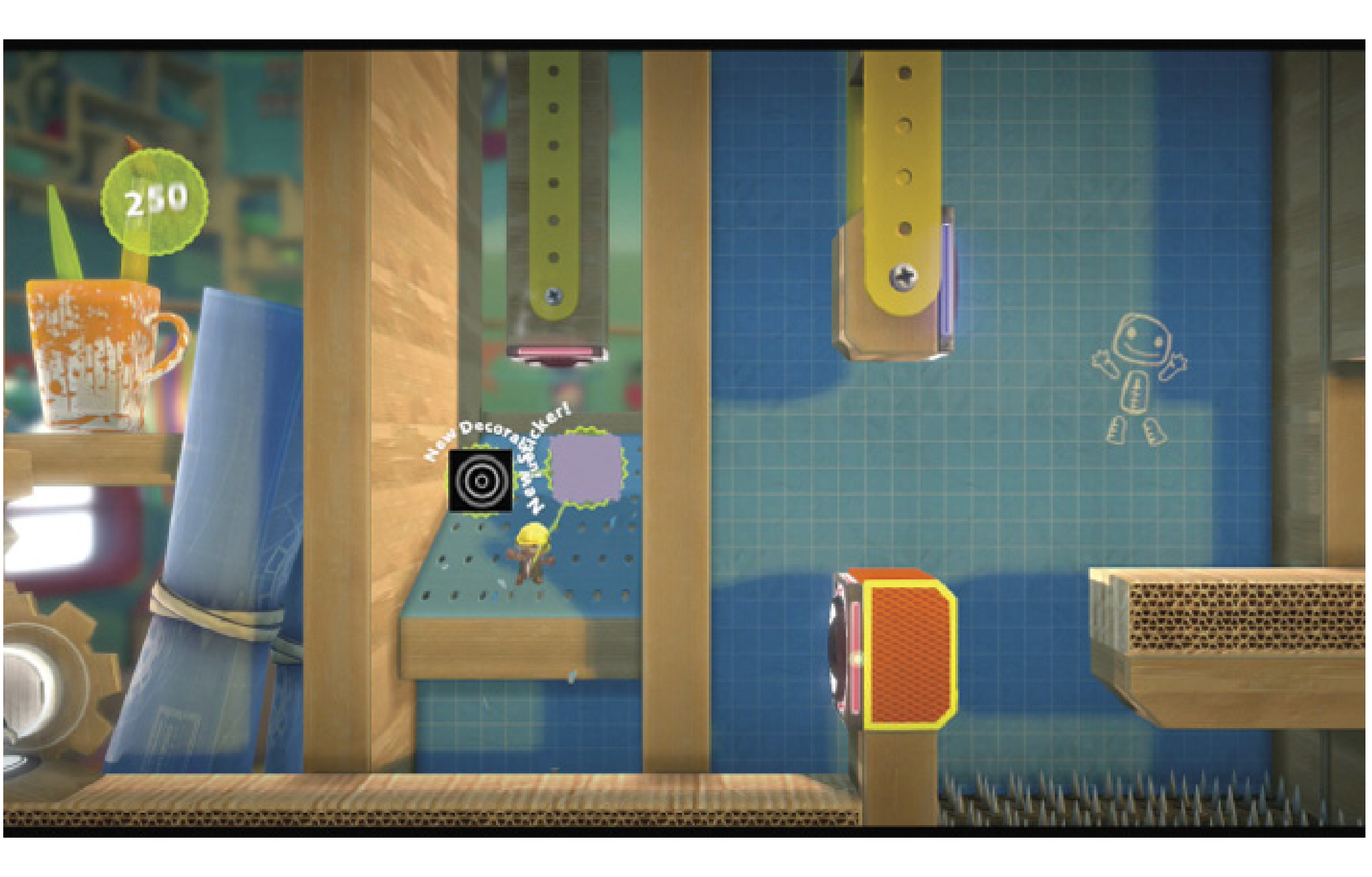


Soon, you reach the first area where you can start tweaking colors. Open your Popit with ■ or the touch pad button to select your Popit Cursor. See the purple Velociporter on the ground in front of your sack person? They're about to go through that, but since it's purple, they would end up falling directly into the spikes if they did that. Sack folk don't make very cute porcupines, so you must change the color before going through.

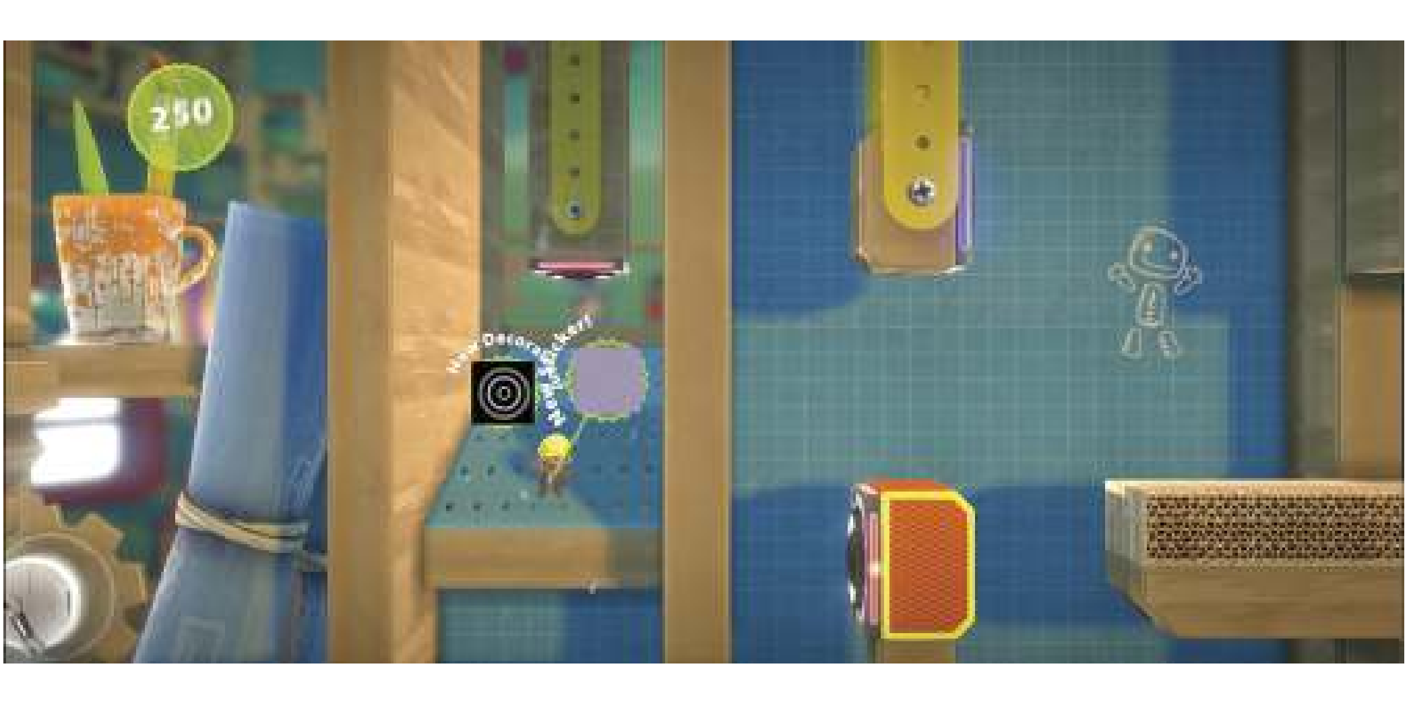

Velociporter
PROPERTIES
TRANSITION TYPE
Velociporter Color
No Label
VISUALS
AUDIO

With your Popit Cursor, select the Velociporter on the ground, and press ■ to open the Tweak menu. Change the color to green so it matches the other Velociporter, the one that should take your sack person to safety on the next platform. Now, jump through it!

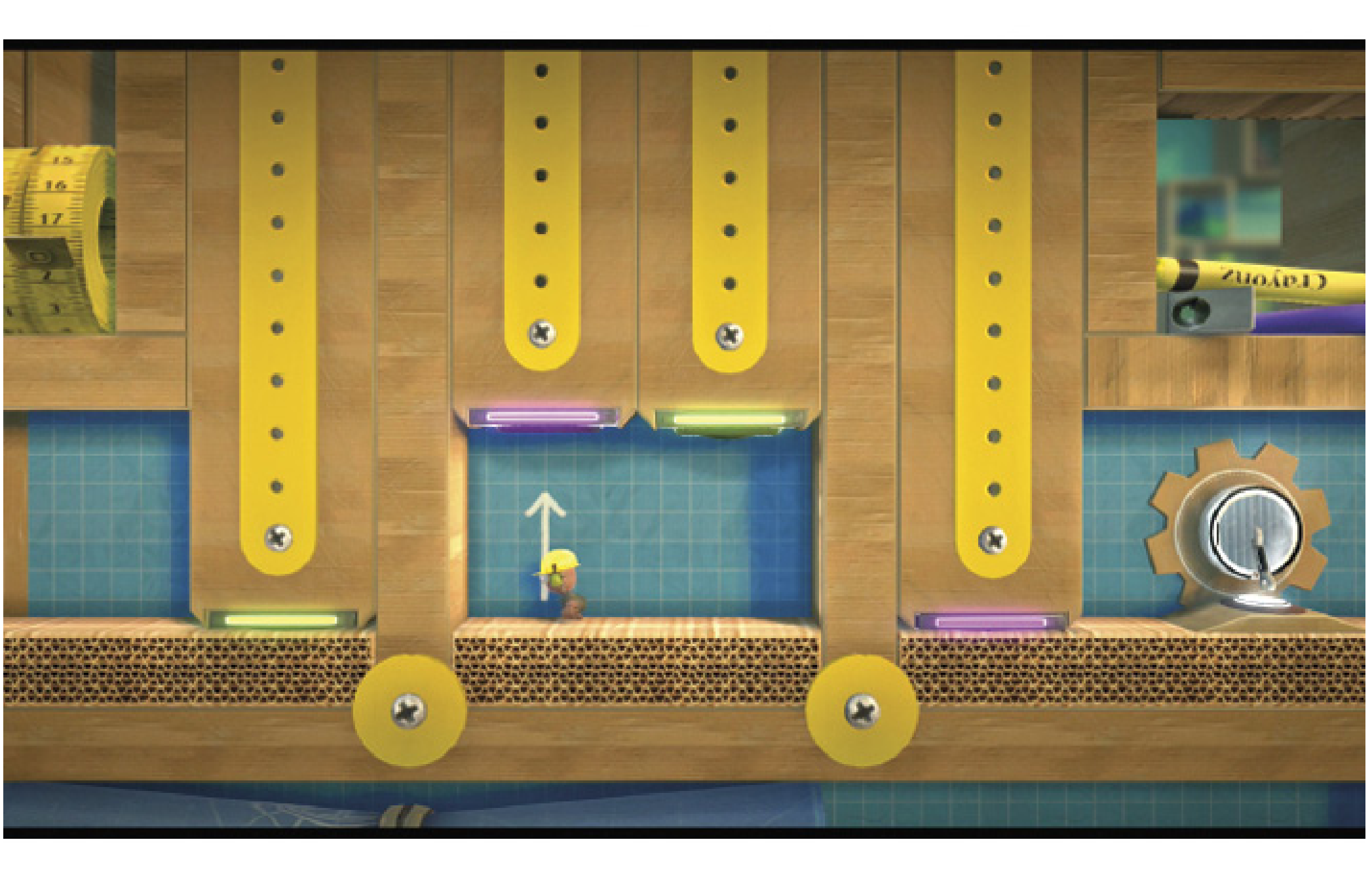
Up ahead, notice the Prize Bubbles waiting up high, beneath a red Velociporter. Select the Velociporter in front of you with your Popit Cursor, and change its color to red. Then, jump through it to burst the Prize Bubbles for the **Radial Ripple Decoration** and **Rough Purple Square Sticker**.

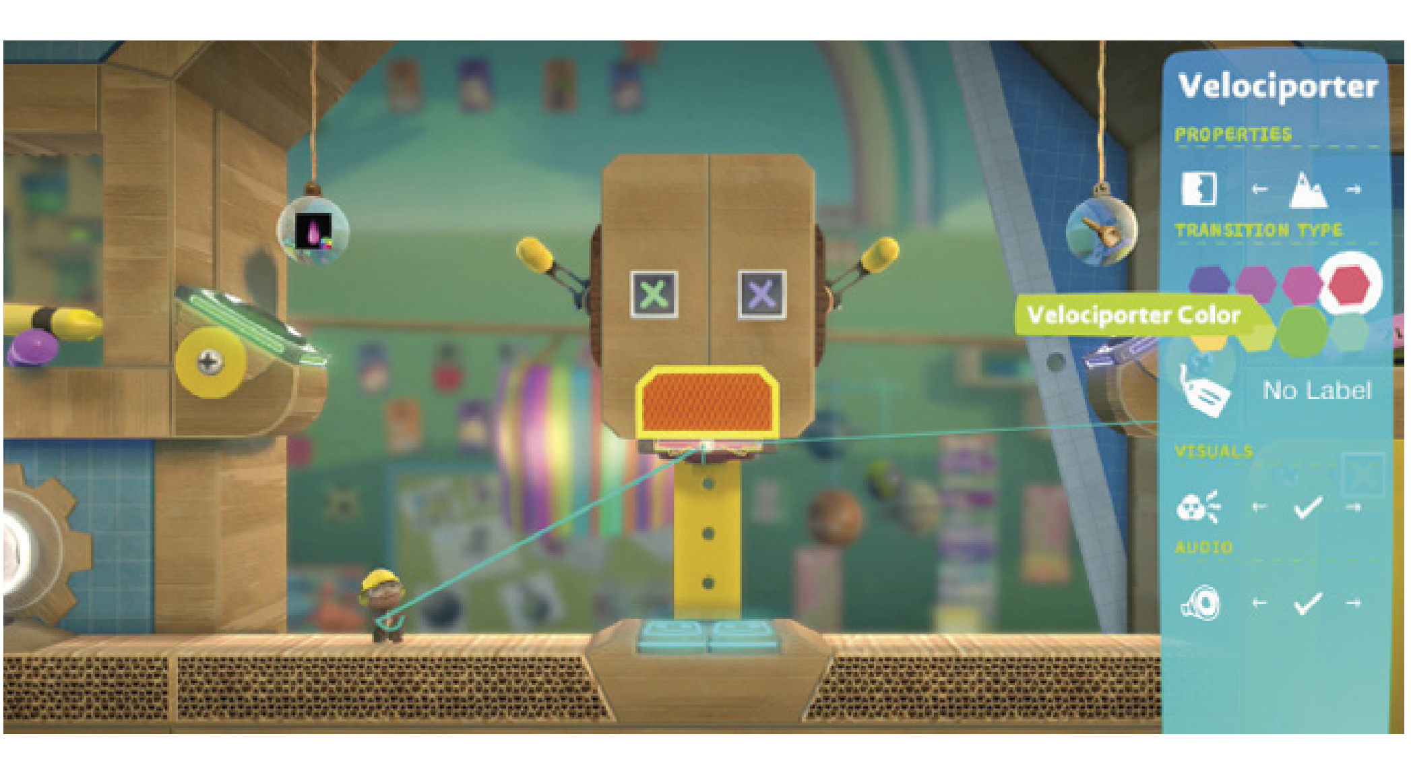

250
New Decoration!
New Sticker!

Next, change the Velociporter's color to purple to emerge from the one on the right, up above your sack person.

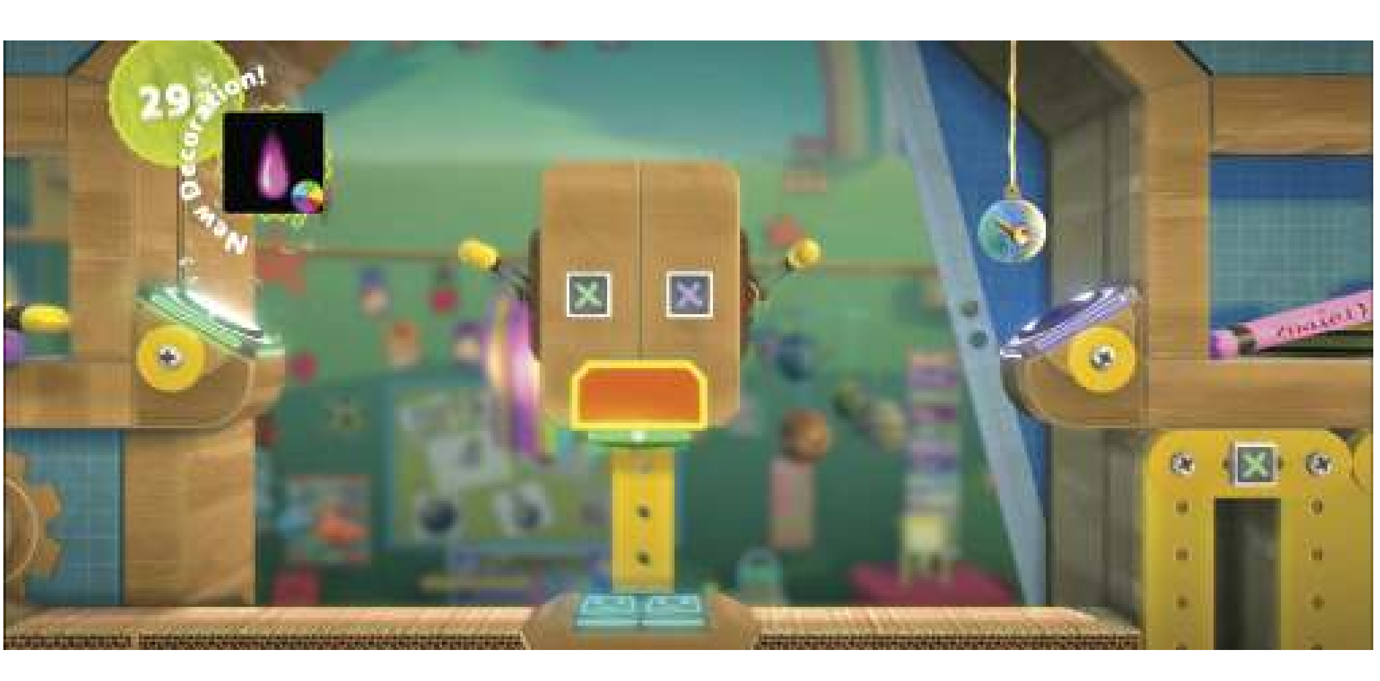


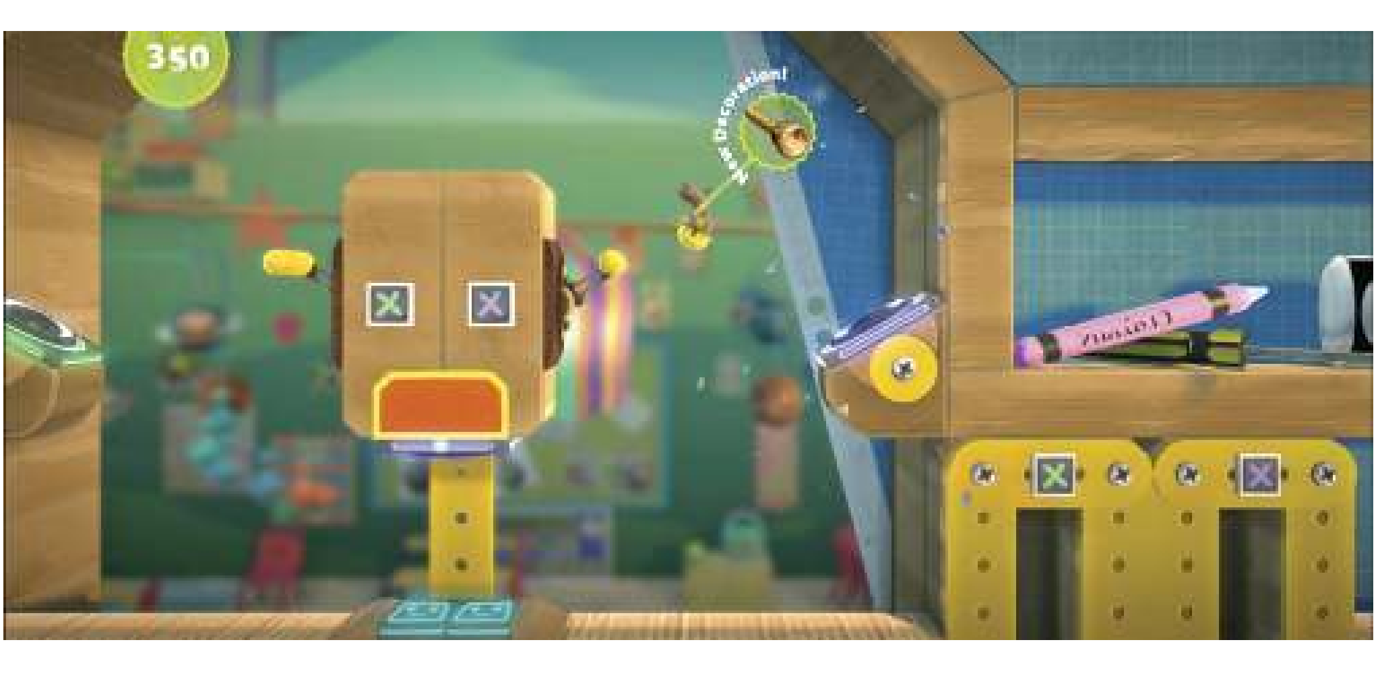
You must time your maneuvers through the Velociporters precisely to make it to the other side in one stitched piece. Pop in the first to emerge in the next yellow one, then rush to the red one to pop out on the far right.



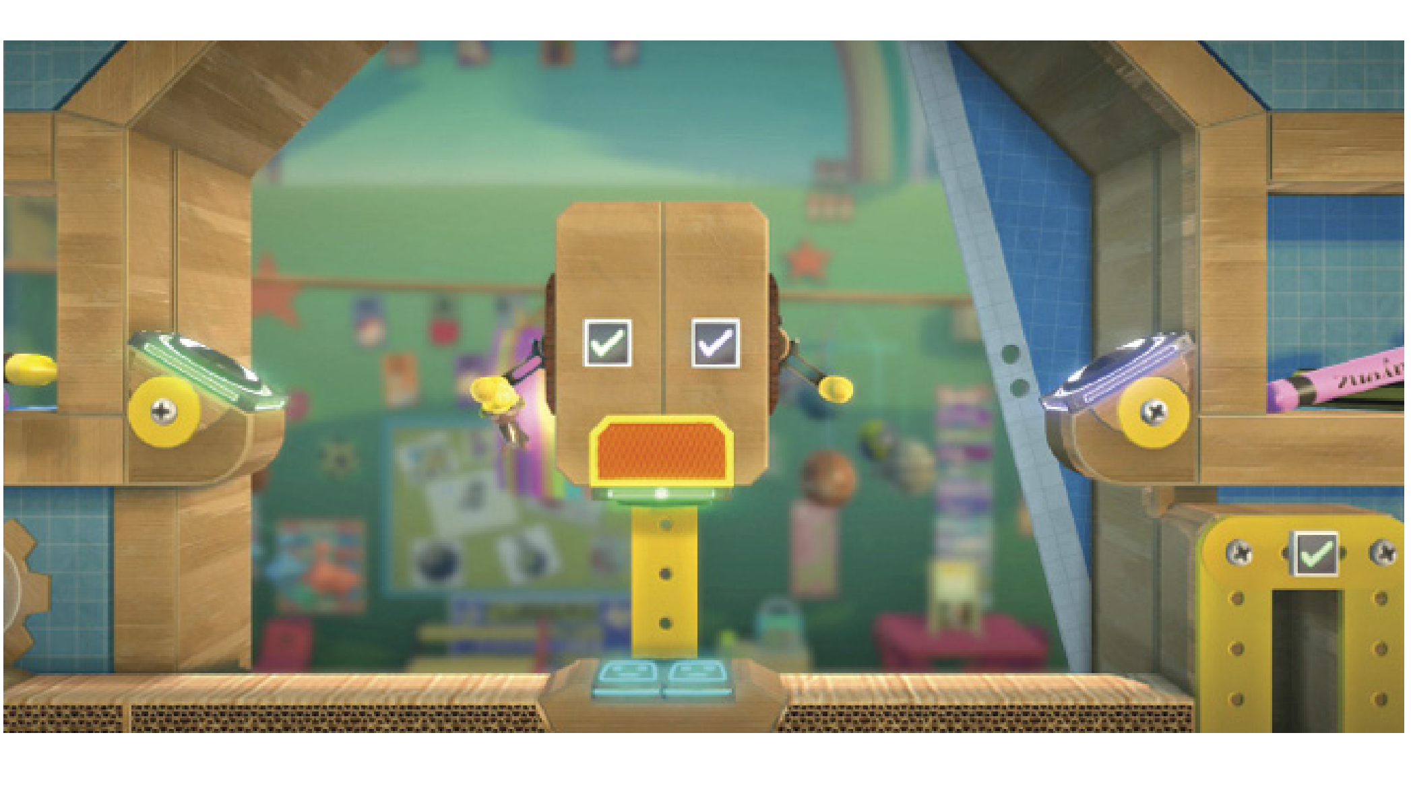

Velociporter
PROPERTIES
TRANSITION TYPE
Velociporter Color
No Label
VISUALS
AUDIO

In the next area, you can change the color of the middle Velociporter to jump out at each respective Prize Bubble and collect the contents. These grant you the **Condensation Drip Decoration** and **Trombone Mouth Piece Decoration**.


29
New Decoration!

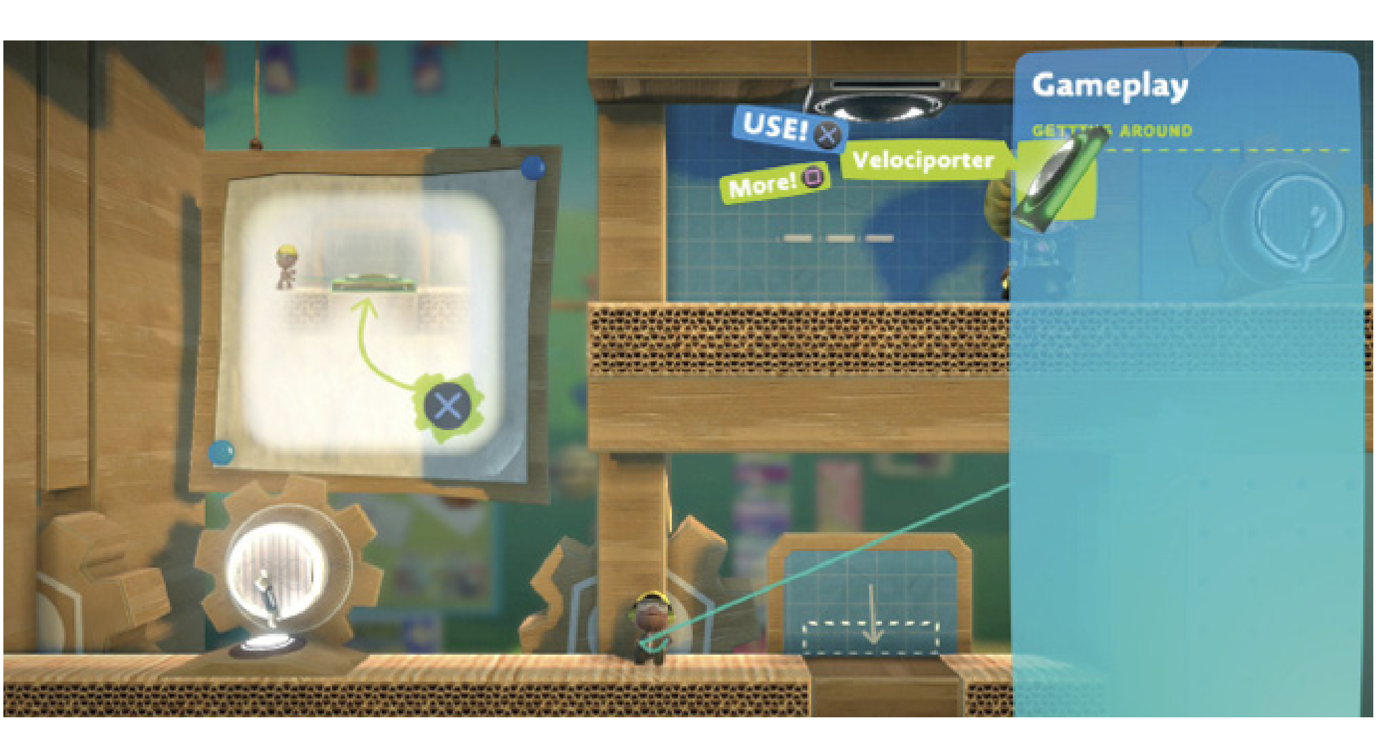

350
New Decoration!

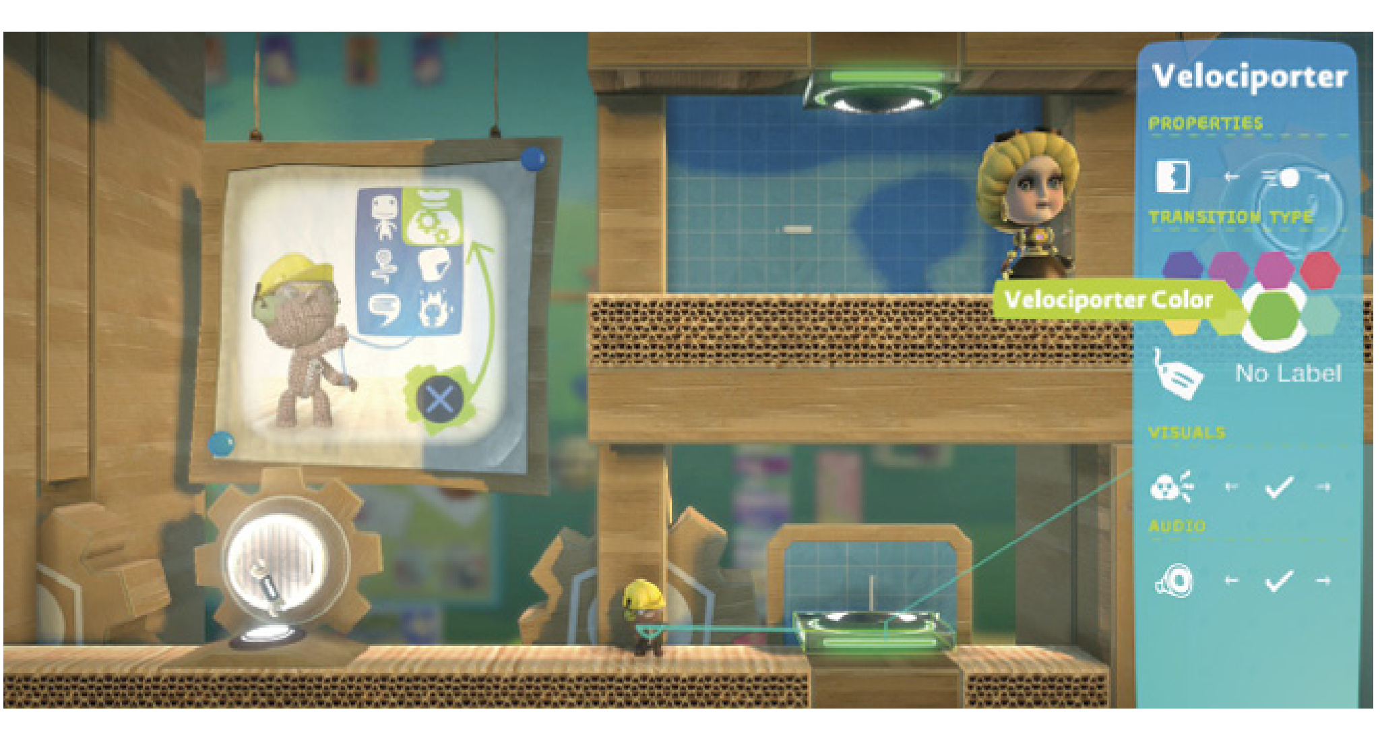
But that's not all that's fun about this part. Your sack person also needs to latch onto the spongy levers (press L1) to open the gates so they can proceed on their puzzling journey of Create Mode knowledge.



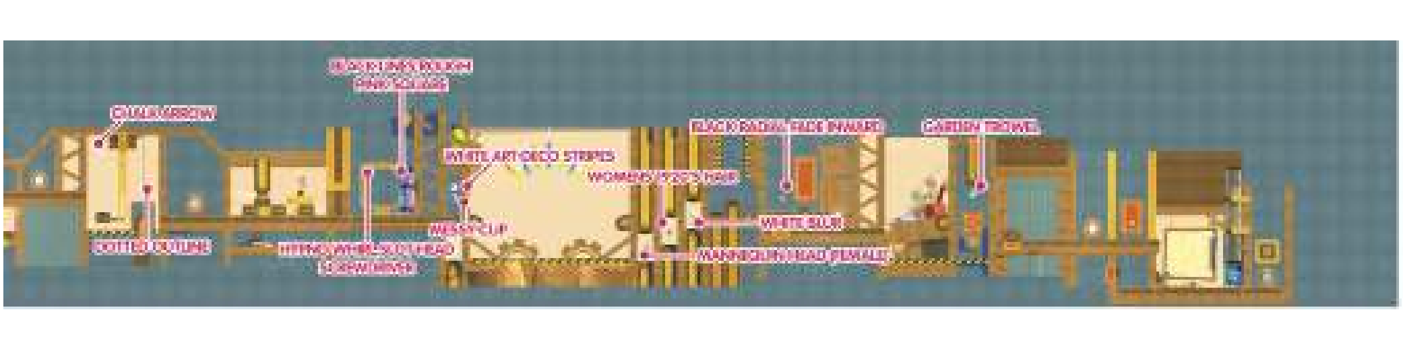
Your Very Own Velociporter

Sure, it's fun to play with other people's Velociporters, but now you can create your own, too. Press ■ or the touch pad button to open your Popit, and then open your Tools bag. Here, you can find a Velociporter; select it, and choose where you want to place it with ⊗.

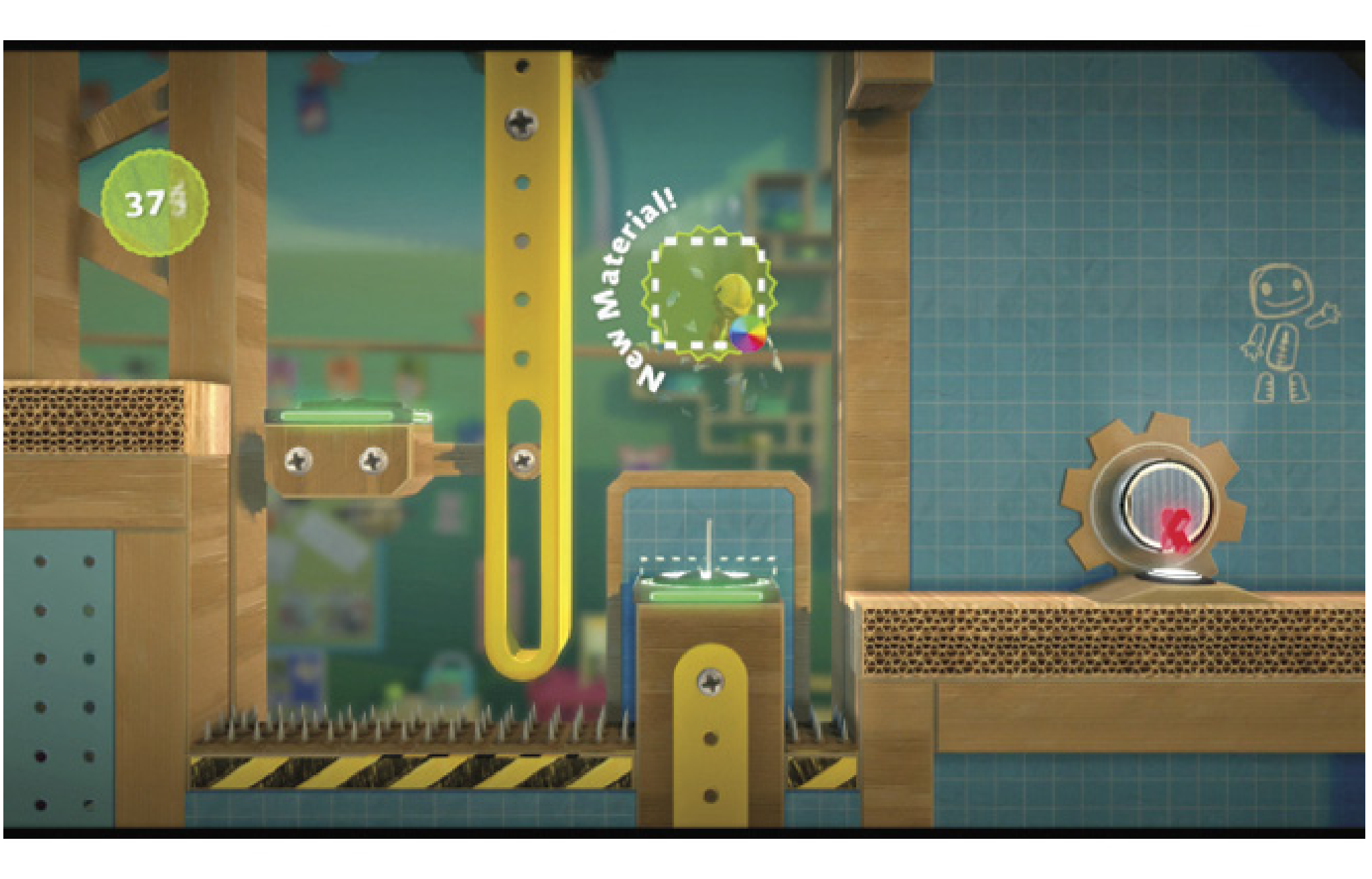

Gameplay
GETTING AROUND
USE!
More!
Velociporter

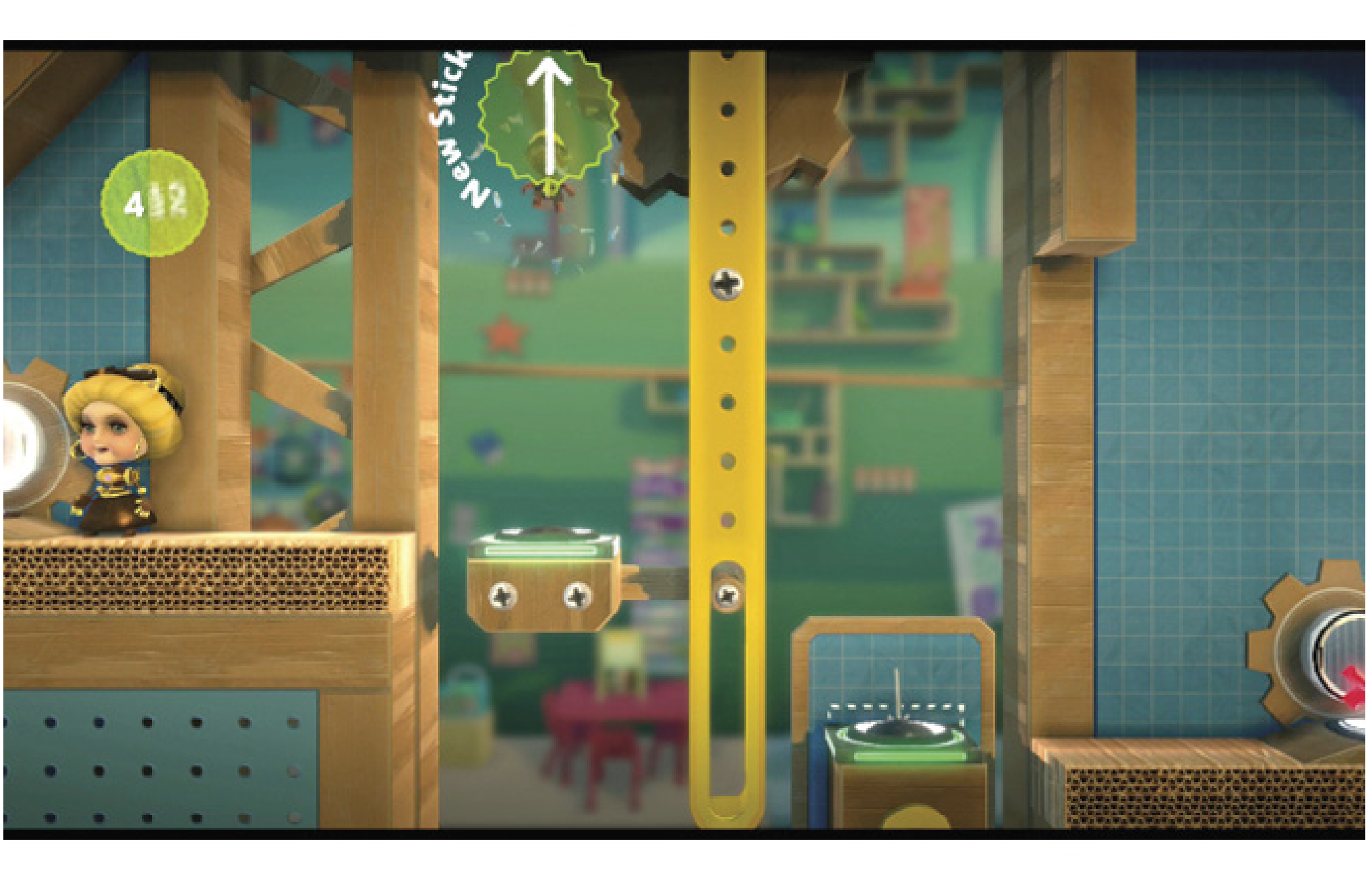

Velociporter
PROPERTIES
TRANSITION TYPE
Velociporter Color
No Label
VISUALS
AUDIO

While you're placing it, hold ⊗ to tweak its properties. You'd better make this one green so your sack person can jump through it to the platform above.


BLACK LINES ROUGH PINK SQUARE
CHALK ARROW
WHITE ART DECO STRIPES
BLACK RADIAL FADE INWARD
GARDEN TROWEL
WOMENS 1920'S HAIR
DOTTED OUTLINE
HYPNO WHIRL SLOT HEAD SCREWDRIVER
MESSY CUP
WHITE BLUR
MANNEQUIN HEAD (FEMALE)

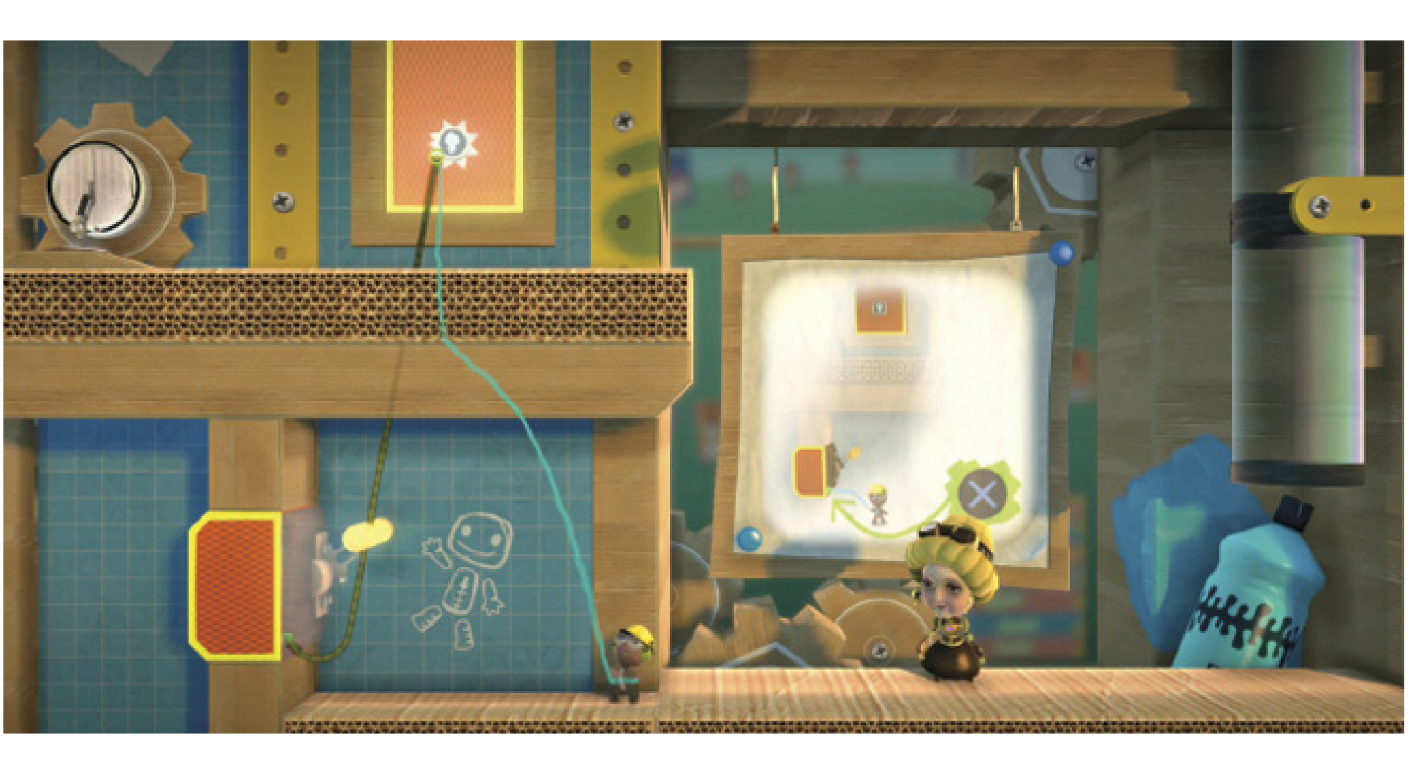
Next up, place a Velociporter on the platform to the right so your sack person can launch from one side of the barrier to the other. Make this one green, too. While you're at it, have your sack person go back and forth through these two platforms so they can reach the Prize Bubbles for the **Dotted Outline Material** and **Chalk Arrow Sticker**.


375
New Material!


412
New Sticker!

Teleportation

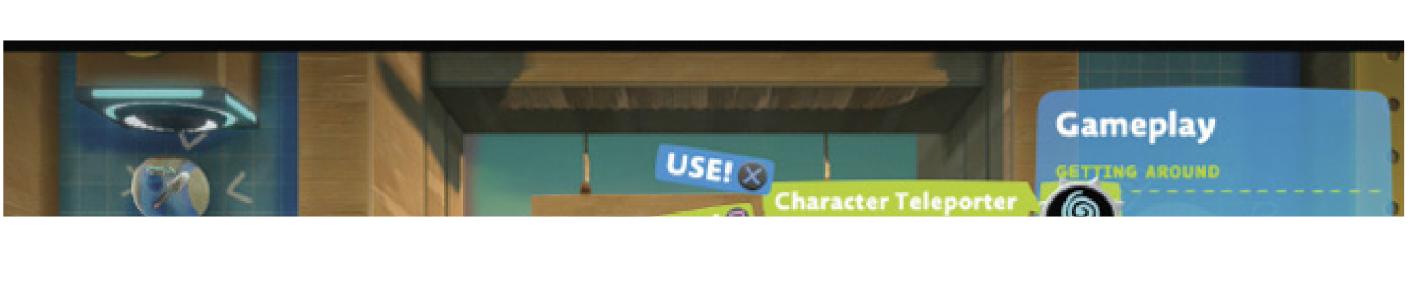
Looks like you're almost done with this lesson—or are you? Not quite, little adventurer, because it's time to learn about Teleporters. These can take you long distances, and you can link any two that you want, regardless of color or proximity.

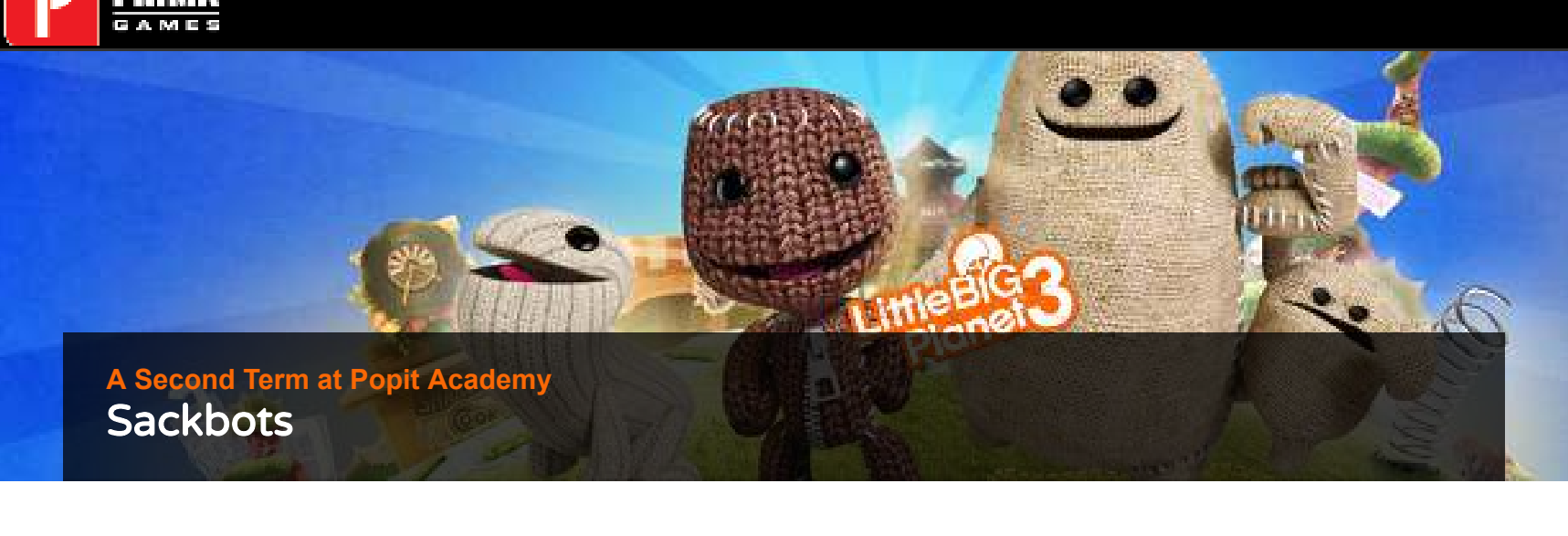


In this next section, use your Popit Cursor to select the 2-Way Switch: Output next to the spongy lever up ahead. Then, drag with the left stick to reach the Character Teleporter: Input up above. Press ⊗ when you reach it to link the two.

Now, when your sack person pulls the spongy lever, they pop out through the Character Teleporter above. This is a more interesting way to access high places rather than just jumping everywhere (although that's always fun, too).

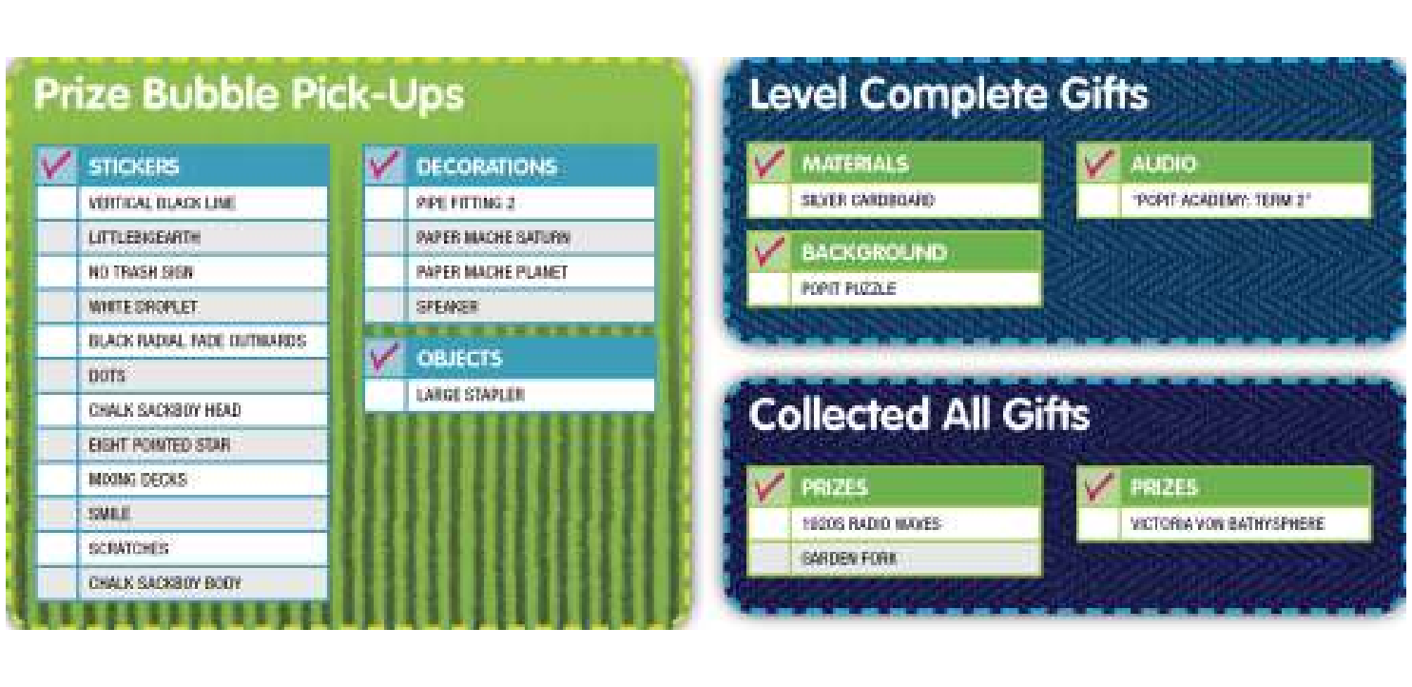
Your Teleporters are located in your Tools bag, just like your Velociporters and many other useful objects you've collected in your Popit Academy adventures so far. Go ahead and select it, then place it on the orange square above the Bounce Pad to the left.


Gameplay
GETTING AROUND
USE!
Character Teleporter



A Second Term at Popit Academy

Sackbots



Prize Bubble Pick-Ups

☑	STICKERS
☐	VERTICAL BLACK LINE
☐	LITTLEBIGEARTH
☐	NO TRASH SIGN
☐	WHITE DROPLET
☐	BLACK RADIAL FADE OUTWARDS
☐	DOTS
☐	CHALK SACKBOY HEAD
☐	EIGHT POINTED STAR
☐	MIXING DECKS
☐	SMILE
☐	SCRATCHES
☐	CHALK SACKBOY BODY

☑	DECORATIONS
☐	PIPE FITTING 2
☐	PAPER MACHE SATURN
☐	PAPER MACHE PLANET
☐	SPEAKER

☑	OBJECTS
☐	LARGE STAPLER

Level Complete Gifts

☑	MATERIALS
☐	SILVER CARDBOARD

☑	AUDIO
☐	"POPIT ACADEMY: TERM 2"

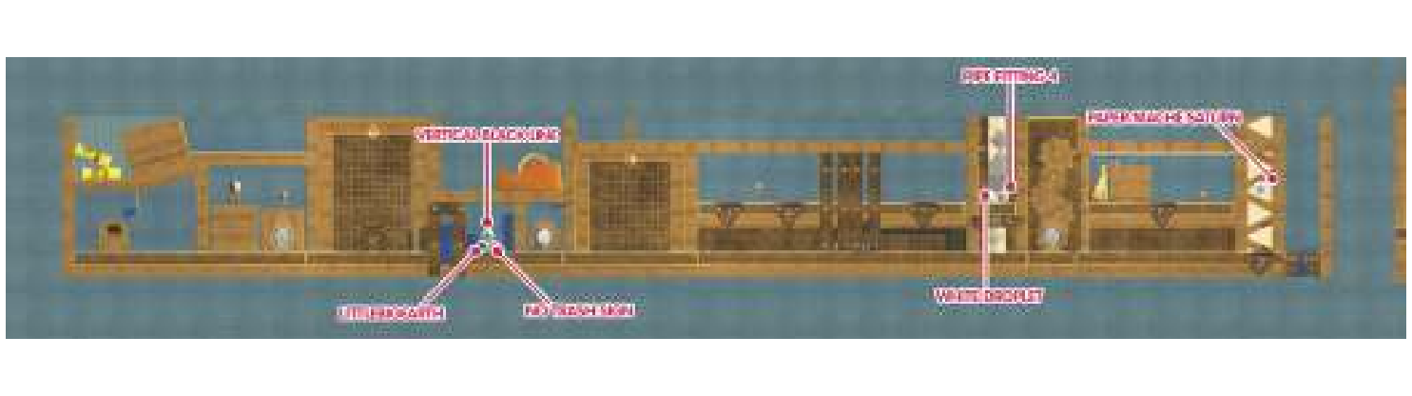
☑	BACKGROUND
☐	POPIT PUZZLE

Collected All Gifts

☑	PRIZES
☐	1920S RADIO WAVES
☐	GARDEN FORK

☑	PRIZES
☐	VICTORIA VON BATHYSPHERE

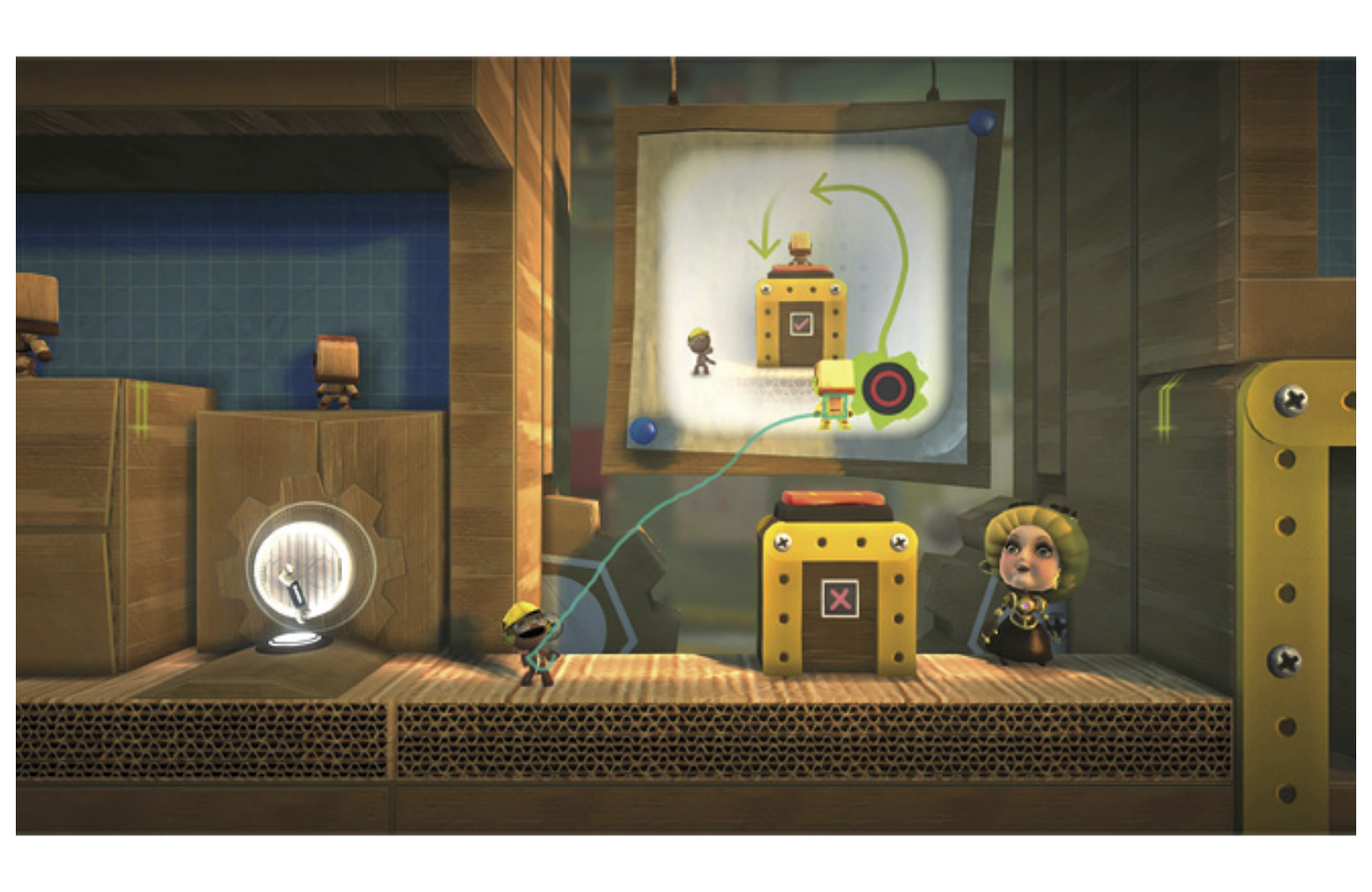
Are you ready for the final course in Popit Academy? It's hard to believe that you've come so very far in such a short amount of time. In this ultimate lesson, you learn to manipulate the versatile Sackbots. These adorable automatons respond to the programming and commands you give. Class is in session for the last time.

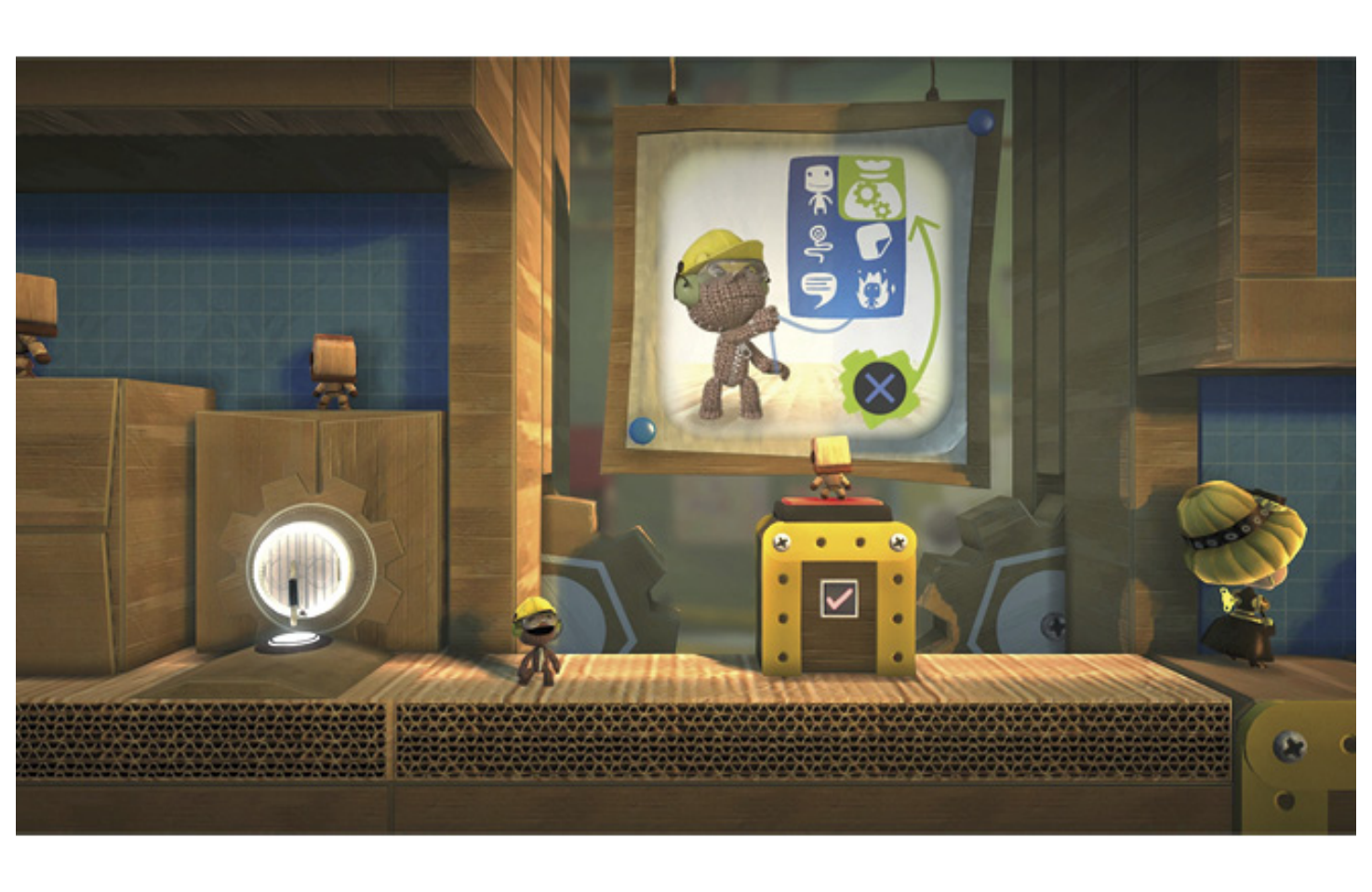


Can You Hack It?

Stunt Doubles

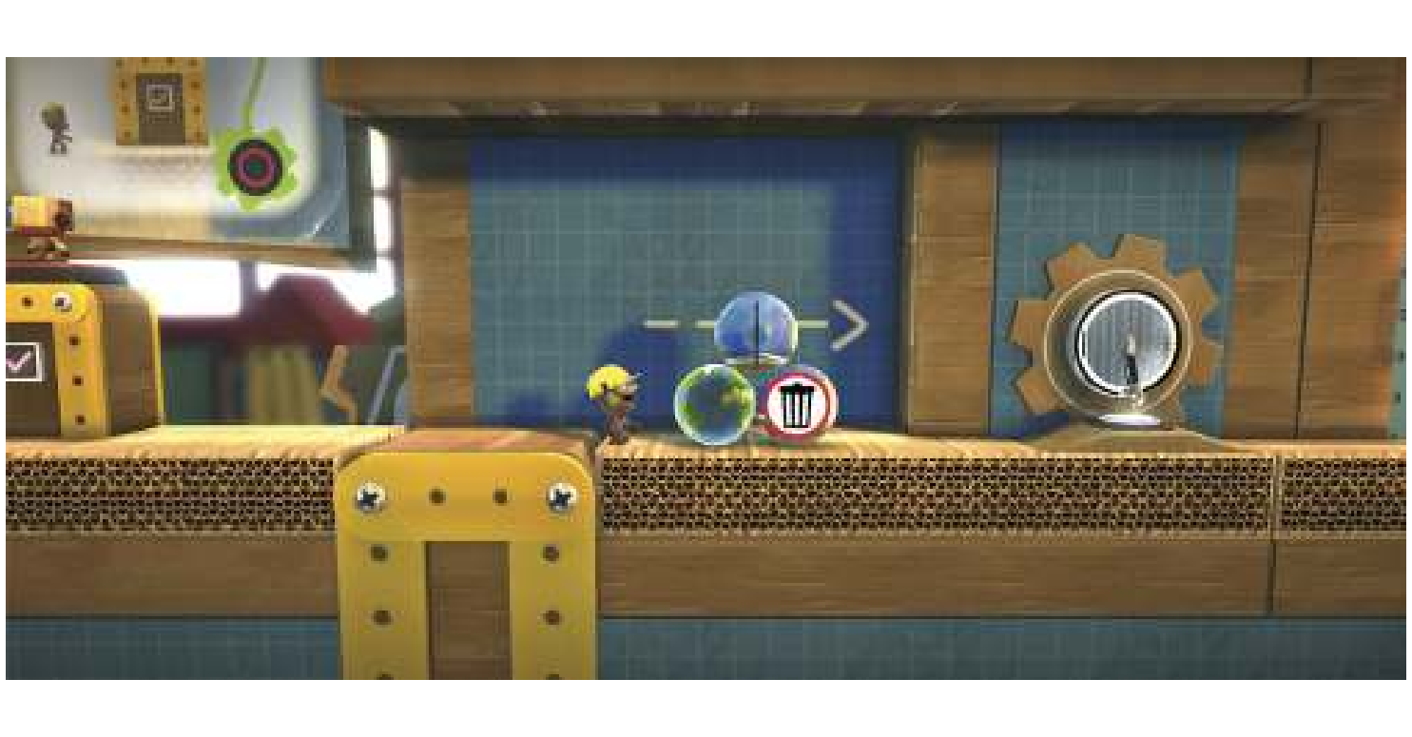
Victoria has a simple request: press a button. Easy, right? Not quite when it's out of your sack person's reach. That's where Sackbots come in.





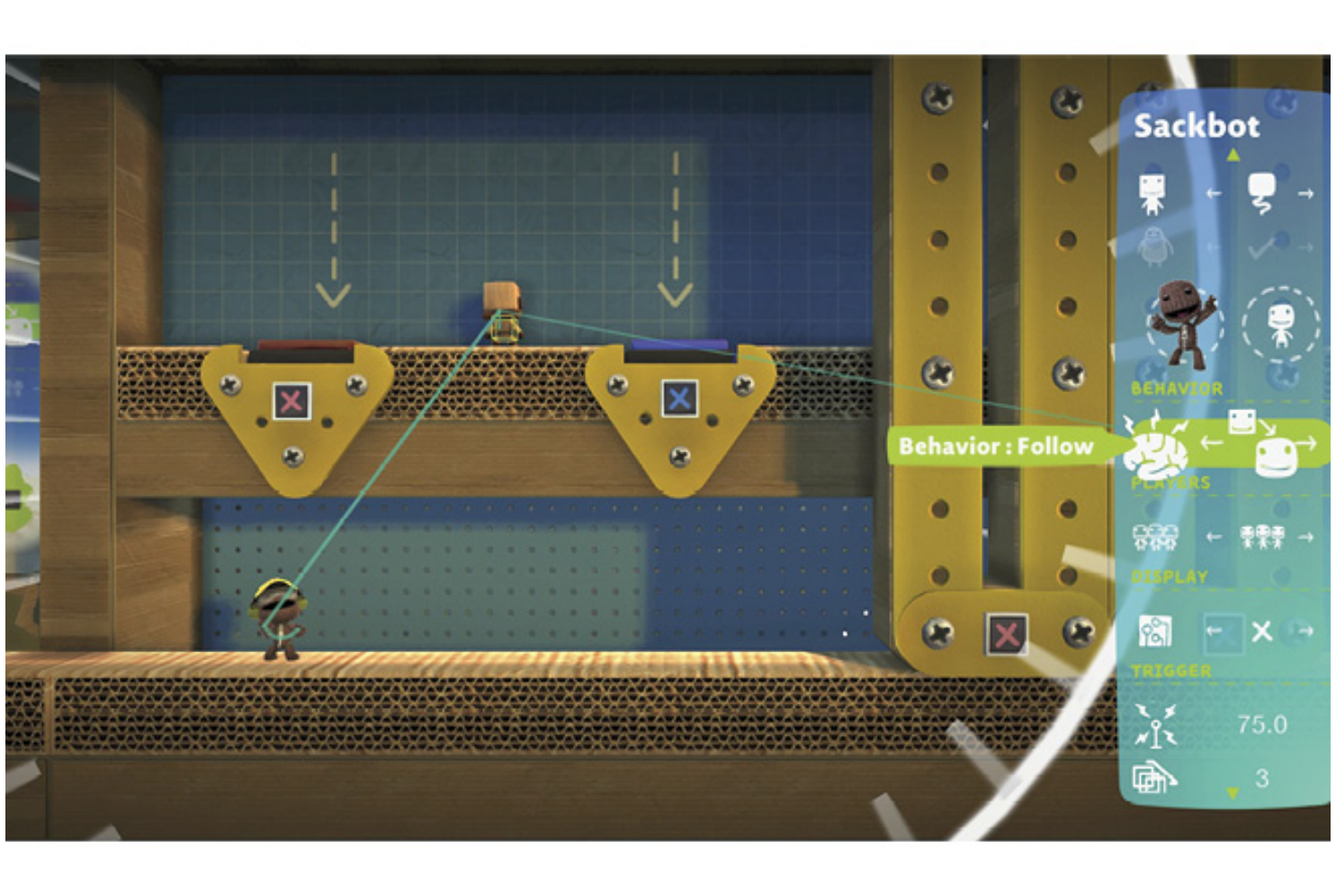
Open your Popit, and navigate to the Tools bag. Select the sole item, the Sackbot, and place it directly above the button. When time resumes its normal flow, gravity pulls the Sackbot down onto the button. This opens up the passage for you to proceed.

On just the other side, a stack of three Prize Bubbles provides the **Vertical Black Line Sticker**, **LittleBigEarth Sticker**, and **No Trash Sign Sticker**. Collect them, and head to the next Checkpoint.



Good Behavior

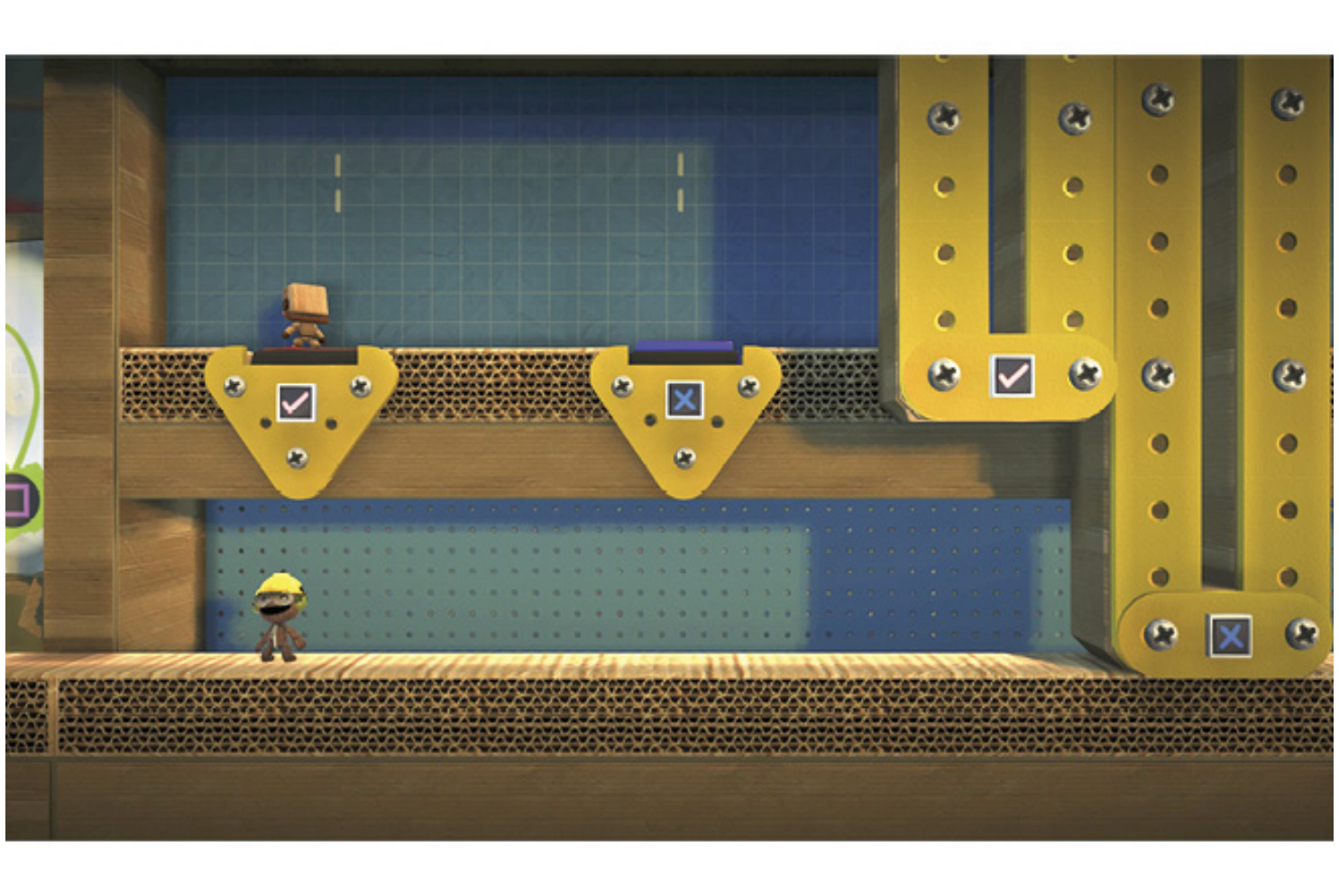
As with an abundance of the various gizmos and doodads you find in Create Mode, Sackbots have their own Tweak menus to allow for nuanced and advanced adjustments. One of the most interesting and useful among these is controlling a Sackbot's behavior.



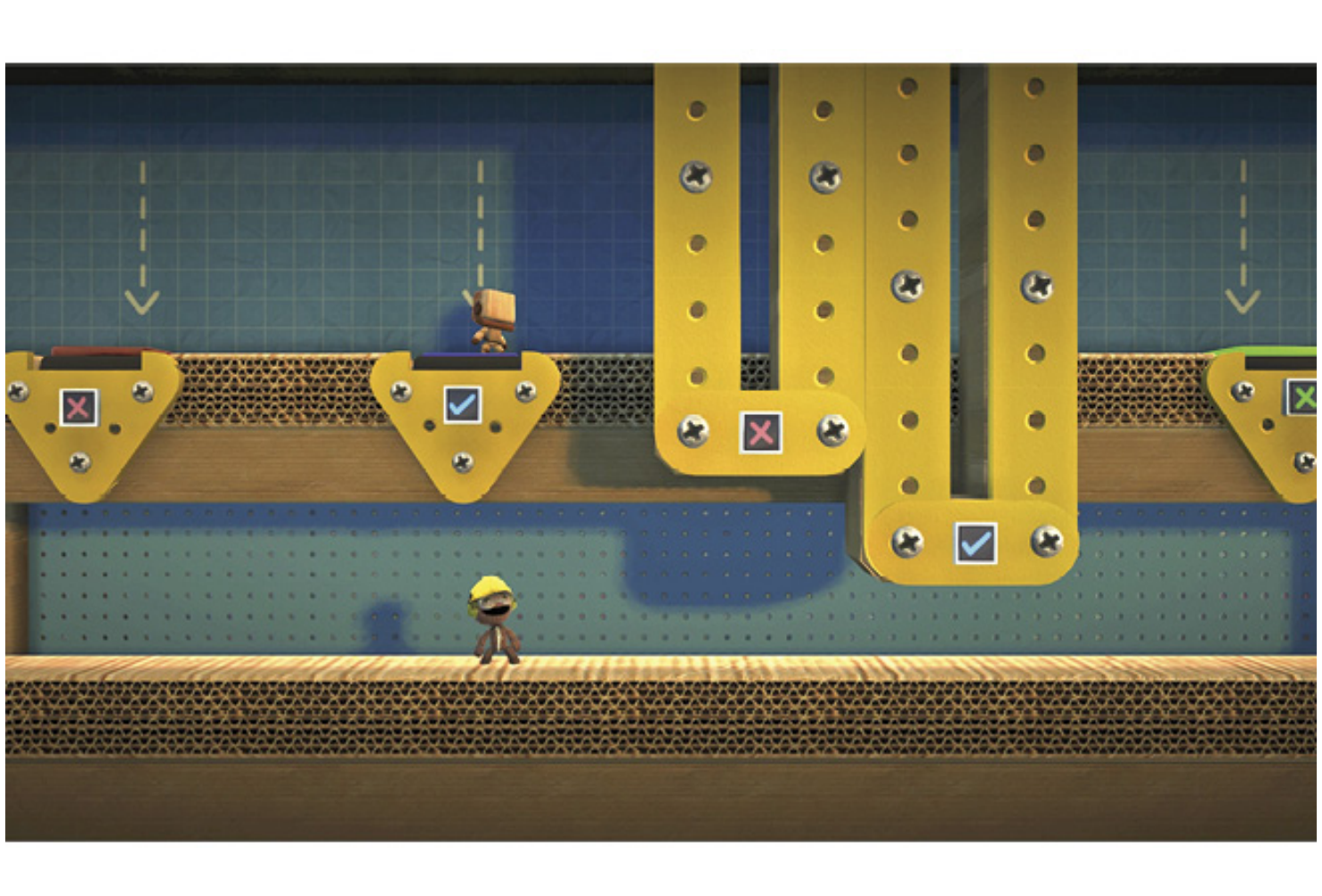
The resident Sackbot must trigger a series of otherwise inaccessible switches ahead in order to grant your sack person access to the next part of the lesson.

While standing directly beneath the red button on the far left, hover your Popit Cursor over the Sackbot, and press ■ to open its Tweak menu. Scroll down to Behavior, and toggle it to Follow. Now, the Sackbot is naturally drawn to meander in whichever direction your sack person happens to be.

Exit the Popit, and the Sackbot immediately demonstrates the assigned behavior, moving to directly above your sack person and on top of the button.

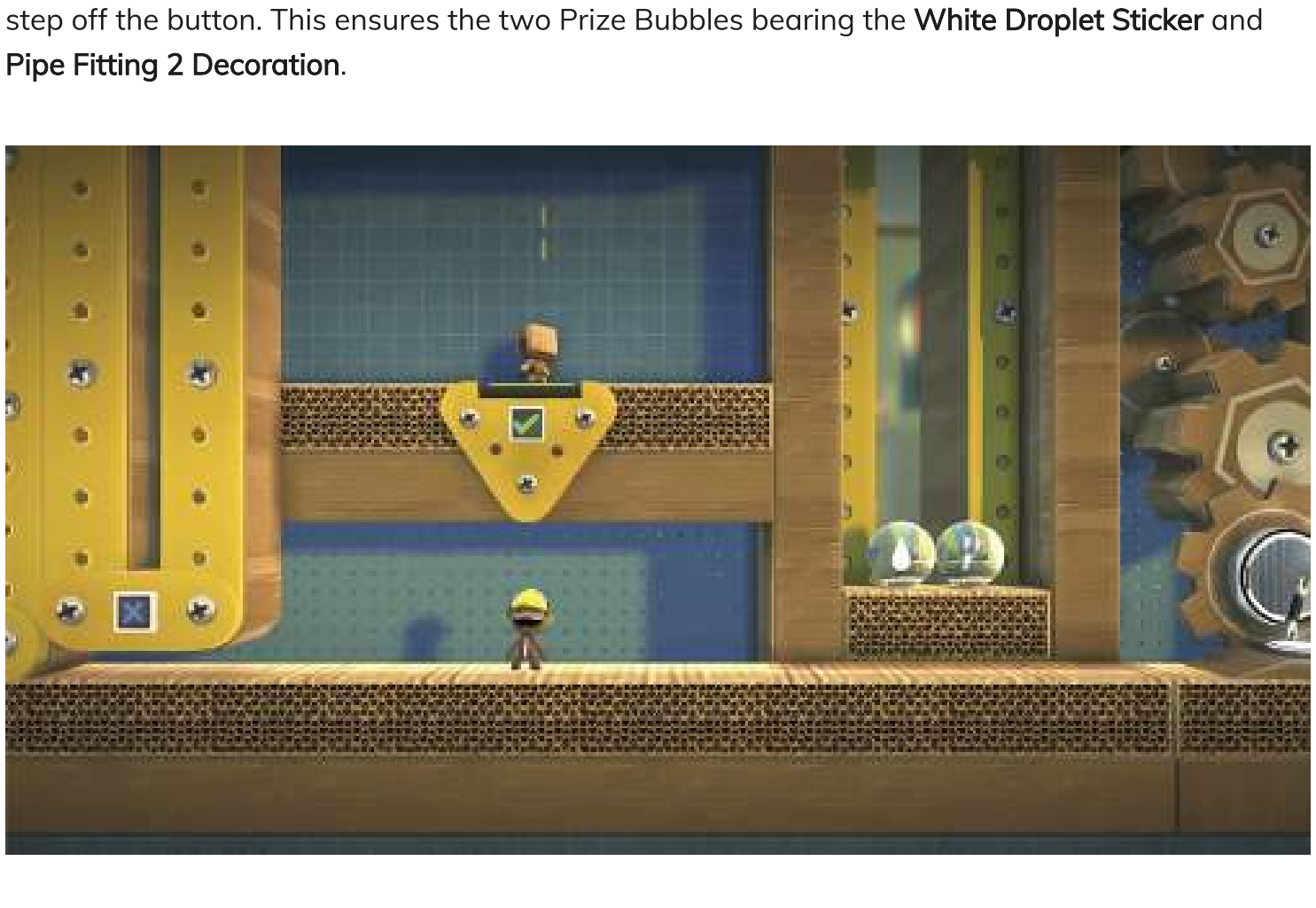


Wait for the pillar operated by the red button to be fully lifted. Once it has reached its maximum height, quickly move to underneath the blue button. Your Sackbot follows dutifully.



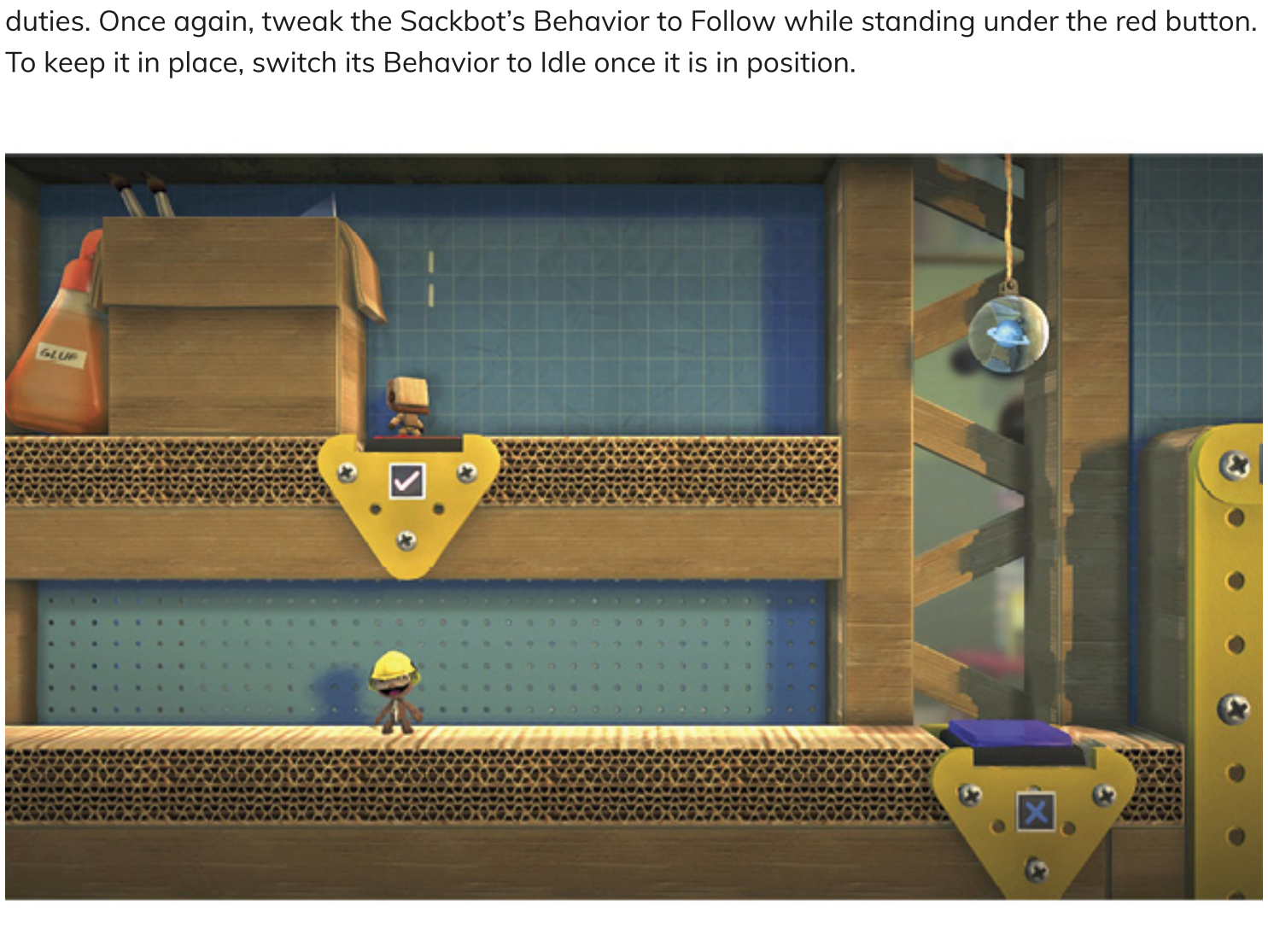
Linger there only long enough for the second pillar blocking your path to rise to your sack person's height. Wait any longer, and the first pillar drops into place (since your sack person isn't pressing the red button anymore and cutting things short).

Keep guiding the Sackbot forward, and stop under the green button. Use your Popit Cursor to access the Sackbot's Tweak menu once more. Switch Behavior to Idle to ensure that it doesn't step off the button. This ensures the two Prize Bubbles bearing the **White Droplet Sticker** and **Pipe Fitting 2 Decoration**.

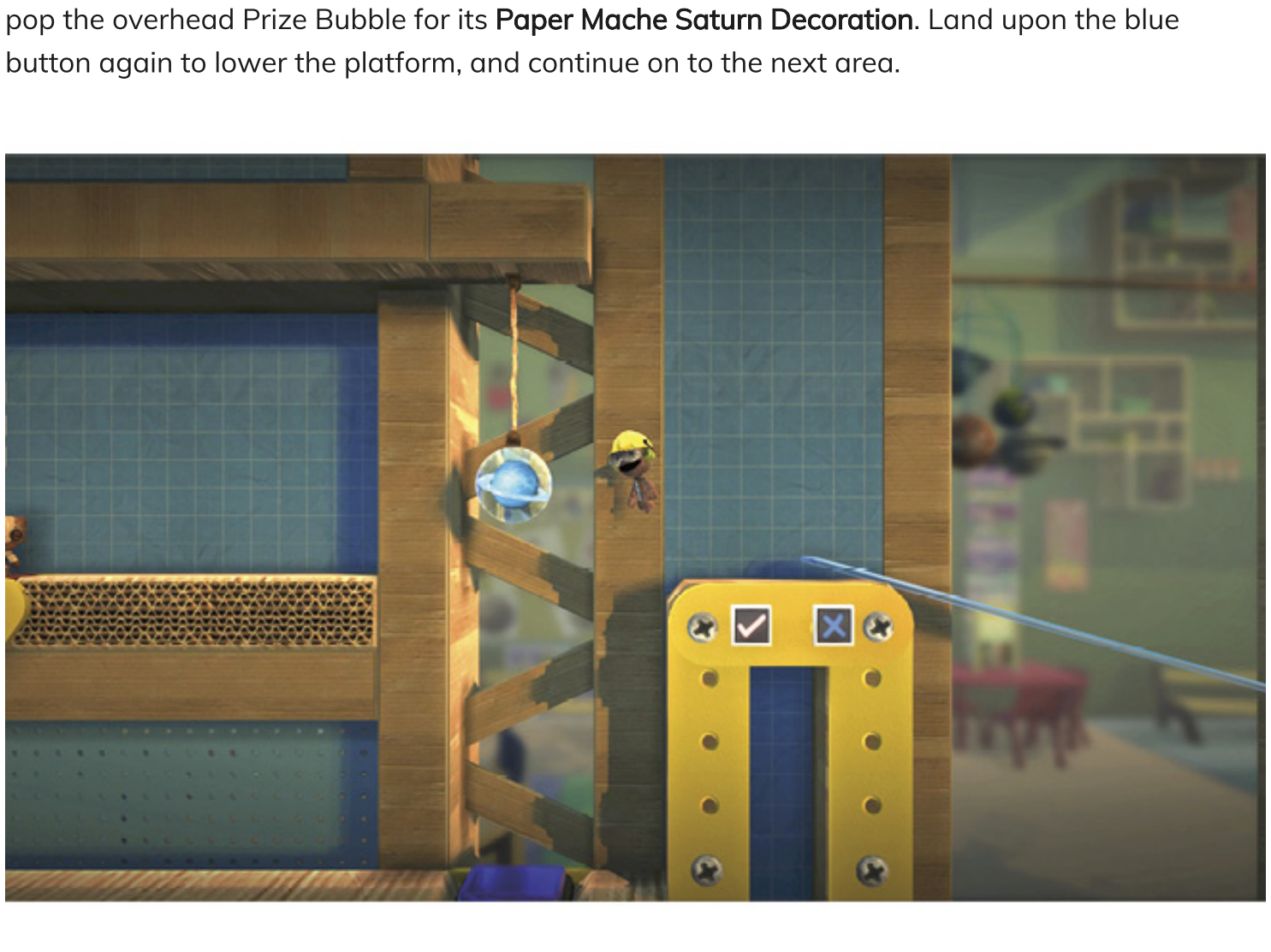


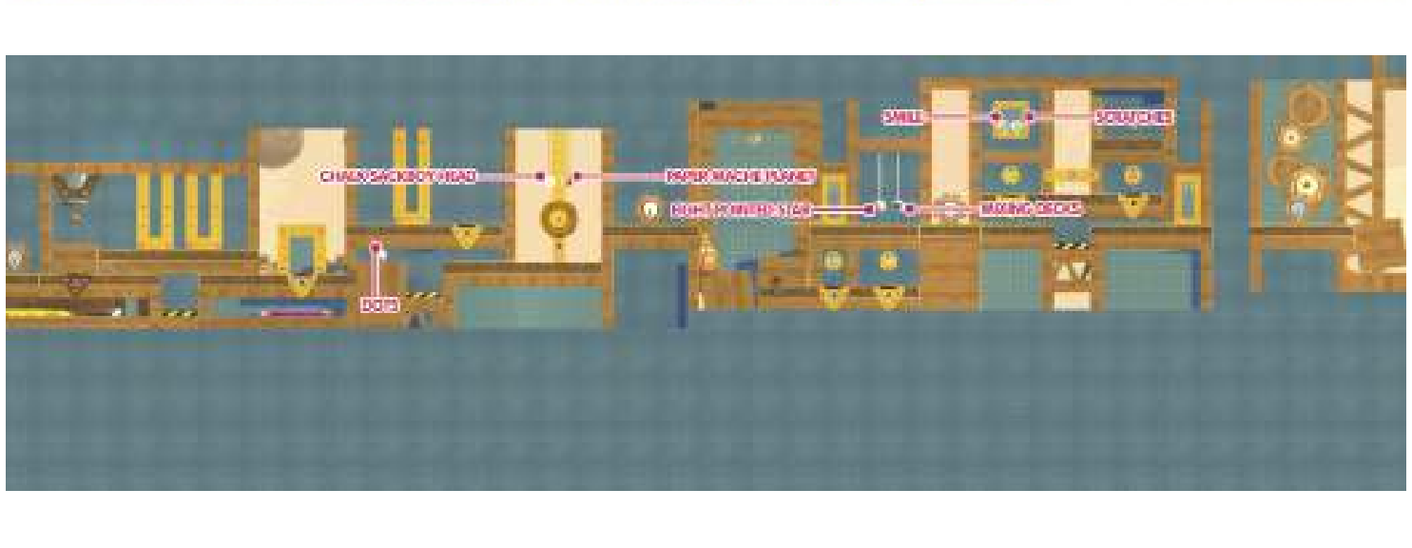
Staying Put

Two buttons need simultaneous pressing here, with your sack person and a Sackbot splitting the duties. Once again, tweak the Sackbot's Behavior to Follow while standing under the red button. To keep it in place, switch its Behavior to Idle once it is in position.



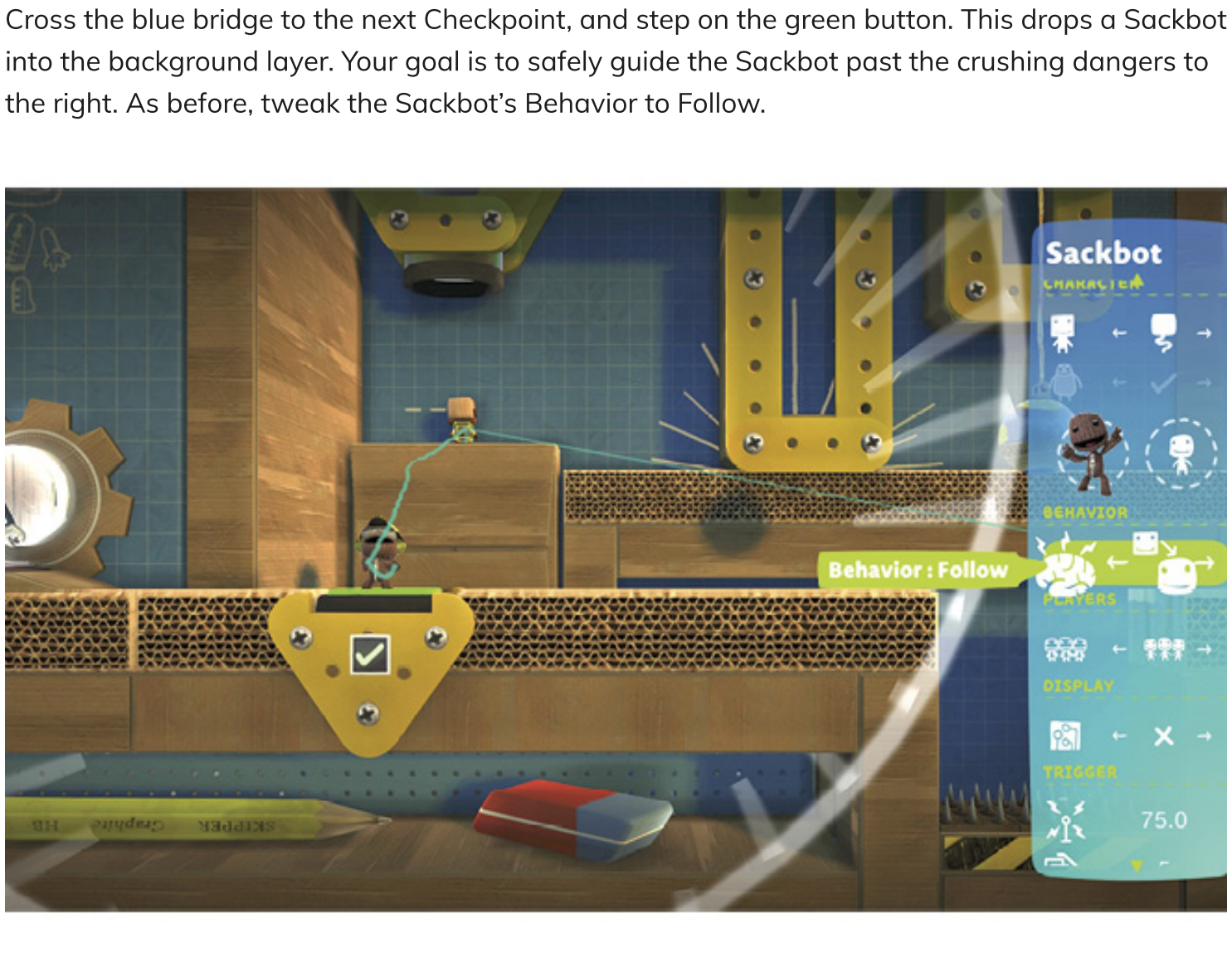
Now, when your sack person steps on the blue button simultaneously, a platform lowers. Hop on top of it, and ride it up now that the blue button is no longer being pressed. Jump off the top, and pop the overhead Prize Bubble for its **Paper Mache Saturn Decoration**. Land upon the blue button again to lower the platform, and continue on to the next area.



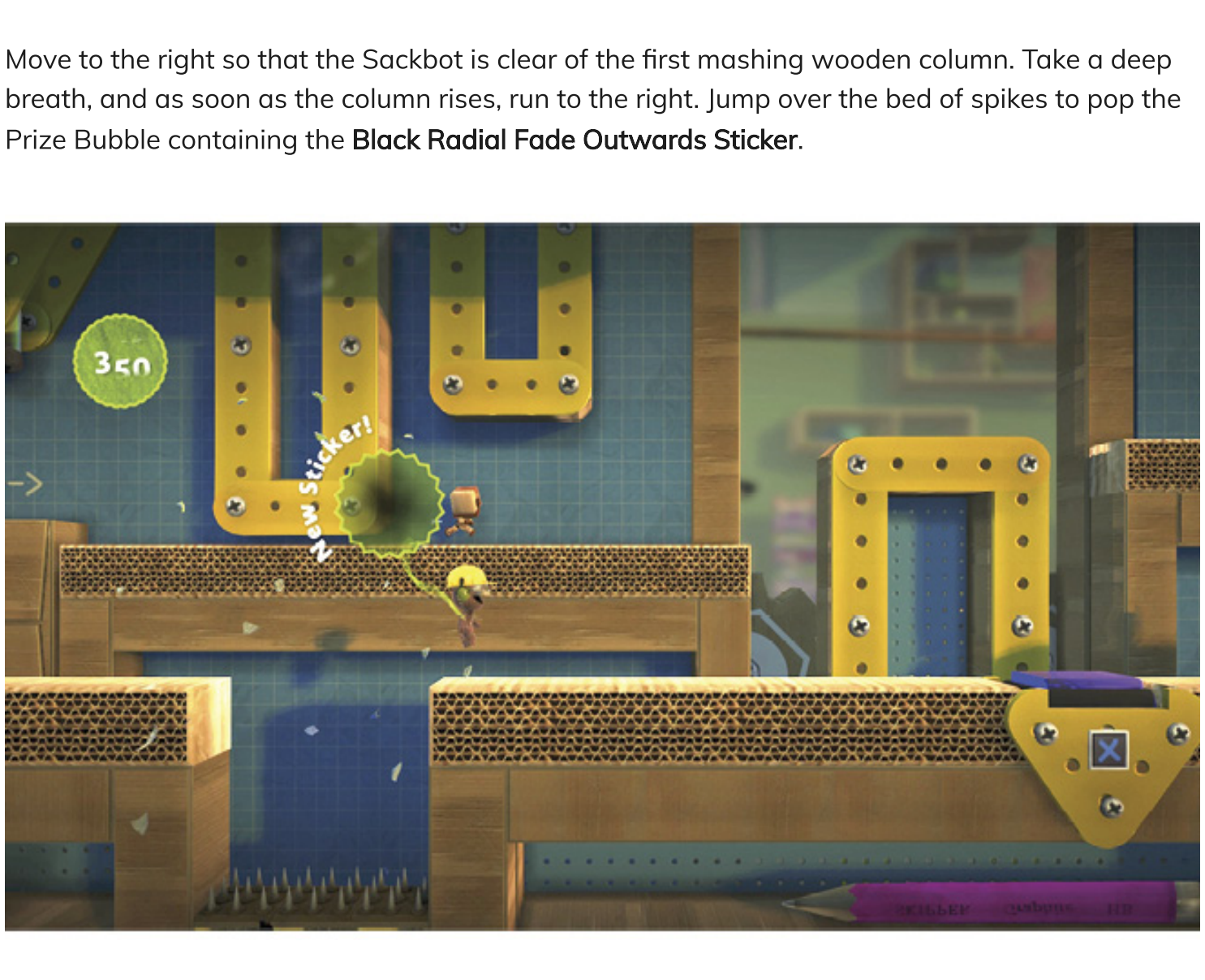


Running for Its Life

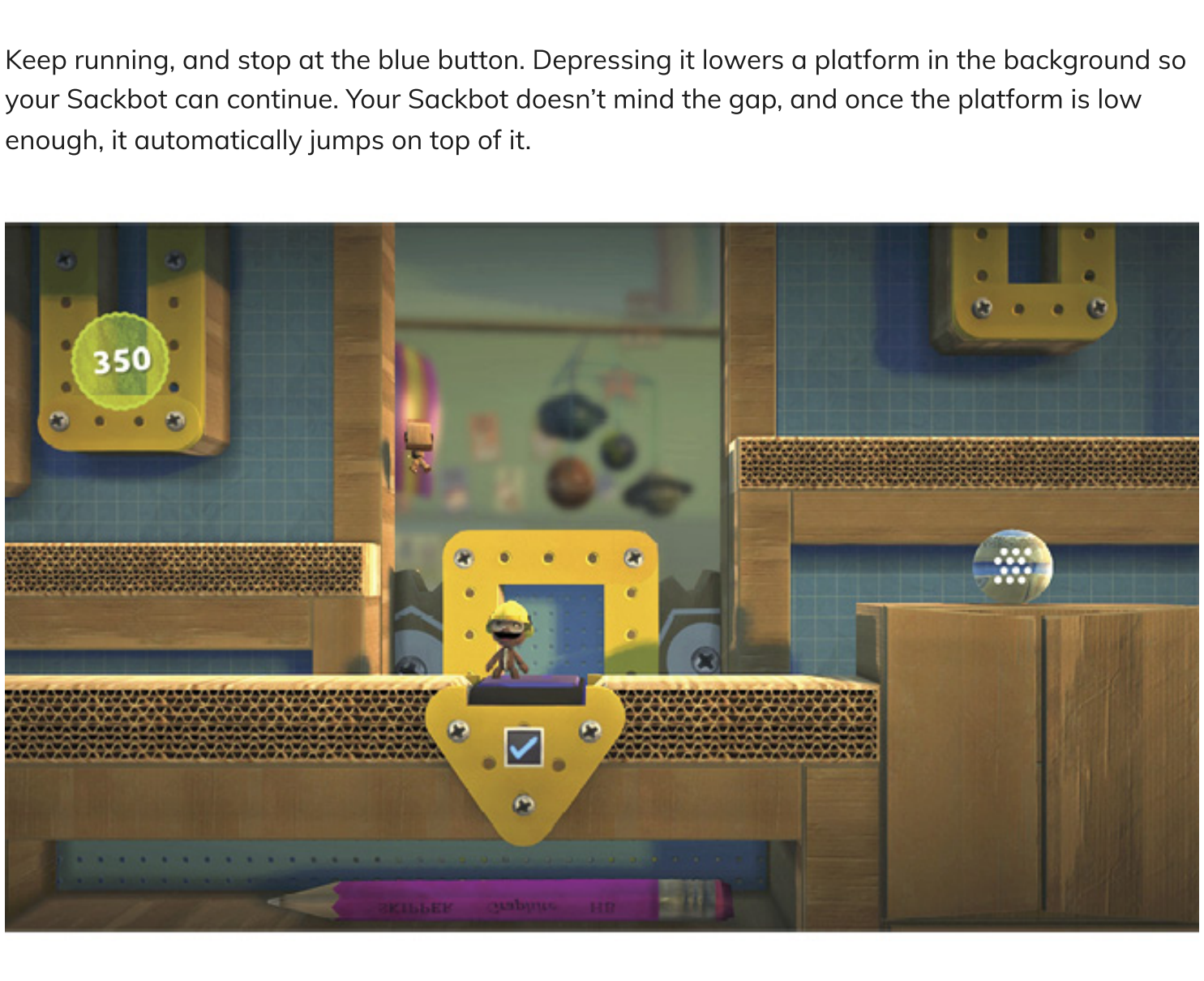
Cross the blue bridge to the next Checkpoint, and step on the green button. This drops a Sackbot into the background layer. Your goal is to safely guide the Sackbot past the crushing dangers to the right. As before, tweak the Sackbot's Behavior to Follow.



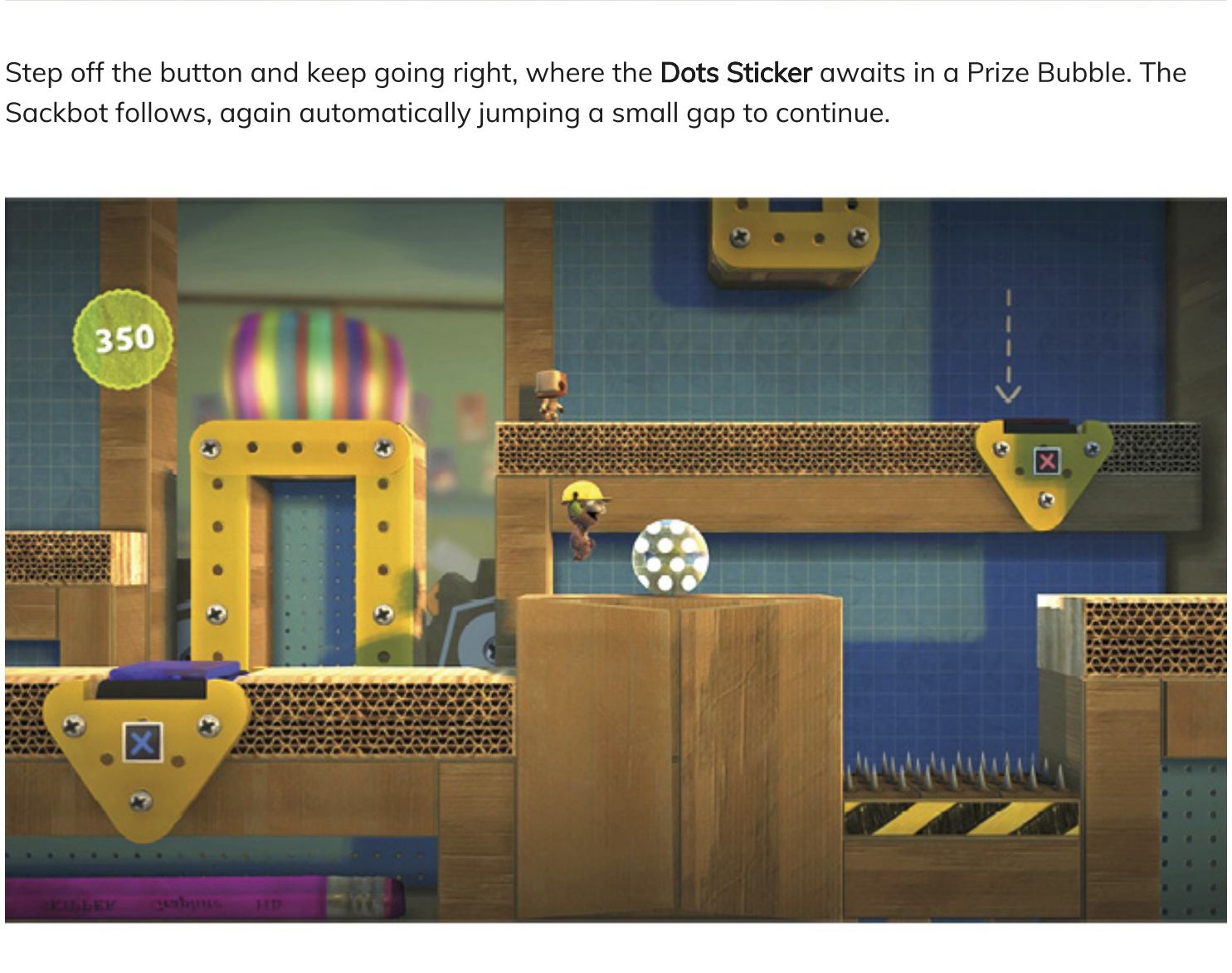
Move to the right so that the Sackbot is clear of the first mashing wooden column. Take a deep breath, and as soon as the column rises, run to the right. Jump over the bed of spikes to pop the Prize Bubble containing the **Black Radial Fade Outwards Sticker**.



Keep running, and stop at the blue button. Depressing it lowers a platform in the background so your Sackbot can continue. Your Sackbot doesn't mind the gap, and once the platform is low enough, it automatically jumps on top of it.

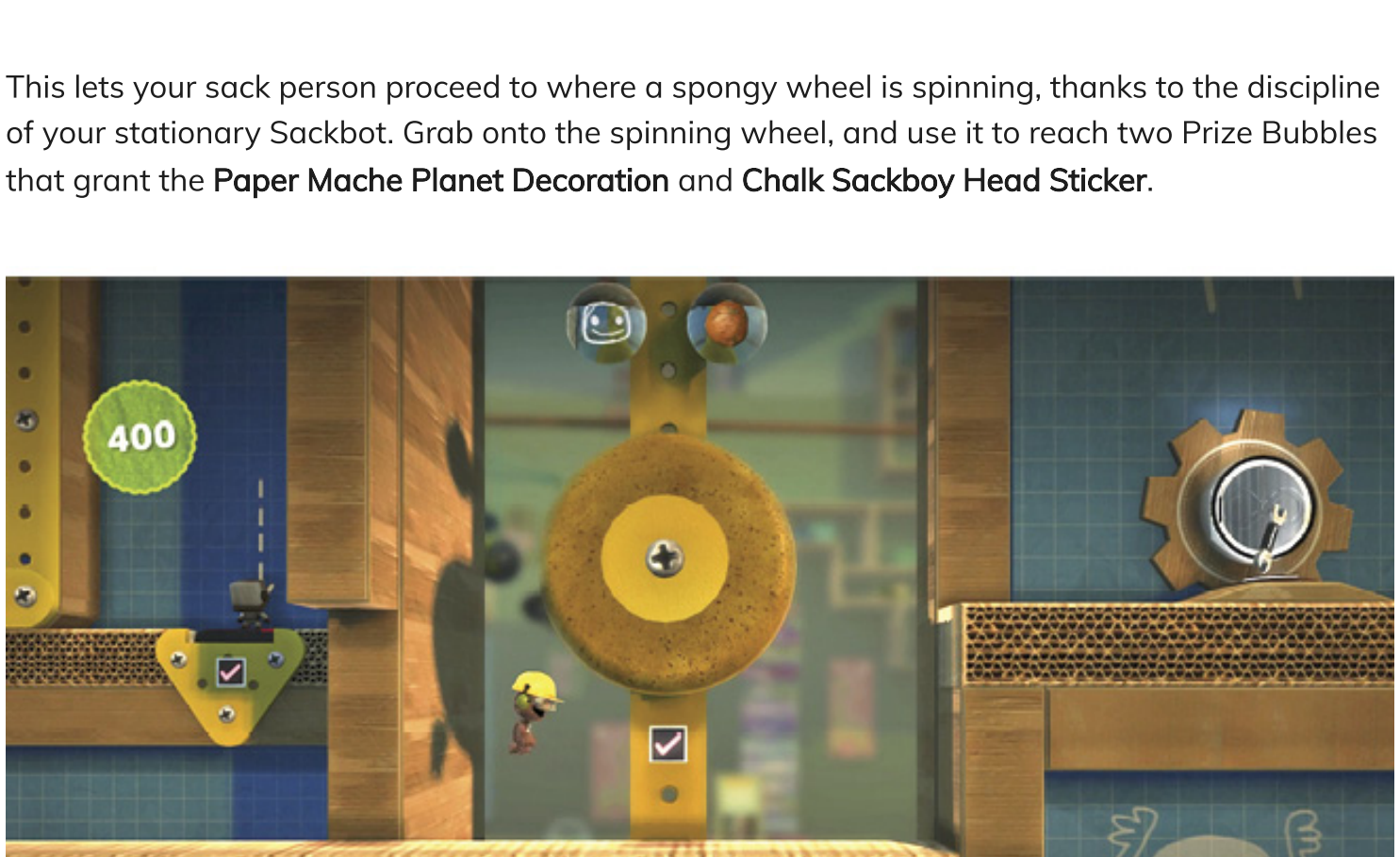


Step off the button and keep going right, where the **Dots Sticker** awaits in a Prize Bubble. The Sackbot follows, again automatically jumping a small gap to continue.



Again, wait for the pulverizing pillar to rise out of the Sackbot's way, and then run to the right and stop so that the Sackbot is standing atop a red button. Tweak its Behavior to Idle so that it stays there.

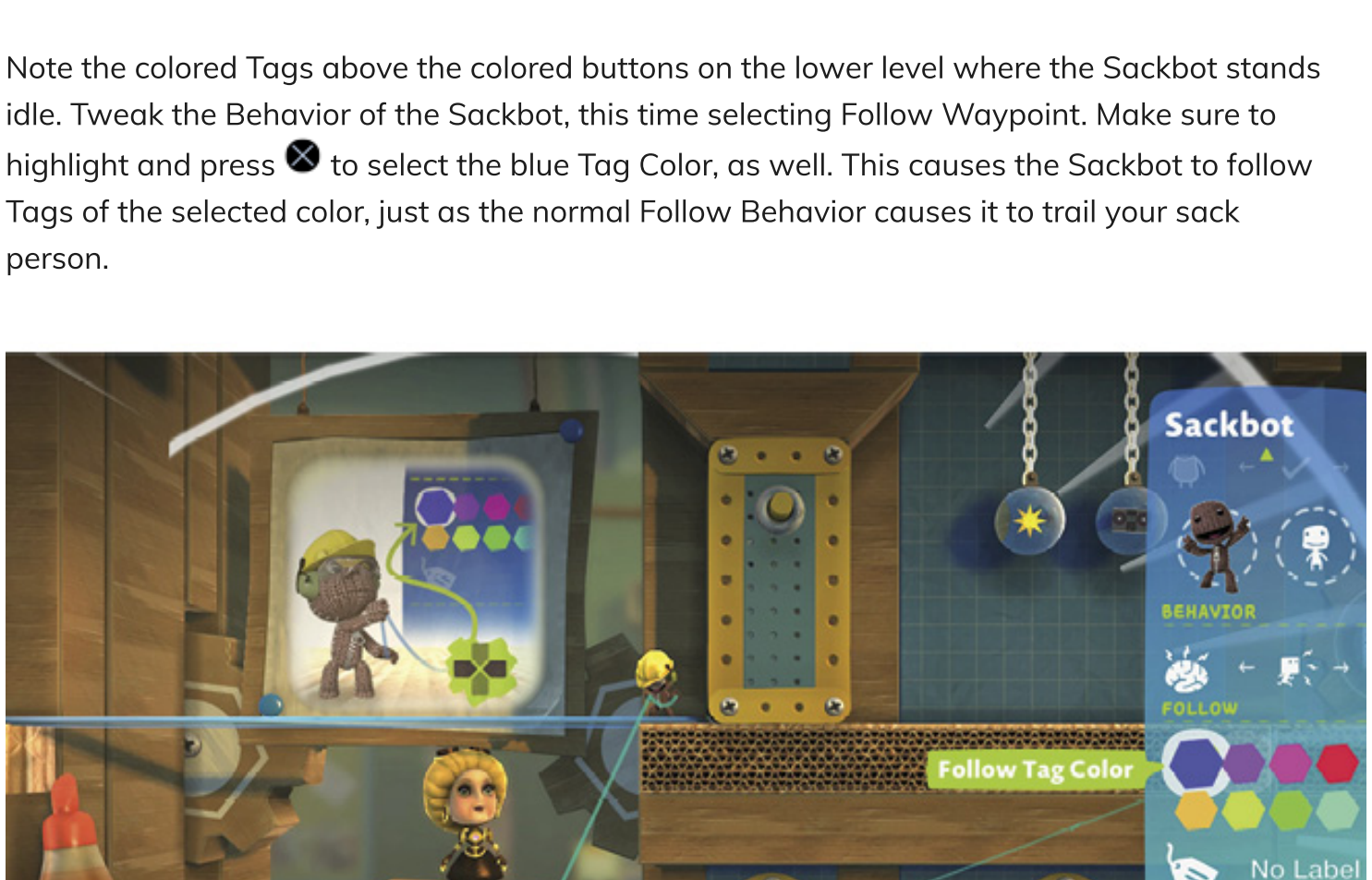
This lets your sack person proceed to where a spongy wheel is spinning, thanks to the discipline of your stationary Sackbot. Grab onto the spinning wheel, and use it to reach two Prize Bubbles that grant the **Paper Mache Planet Decoration** and **Chalk Sackboy Head Sticker**.



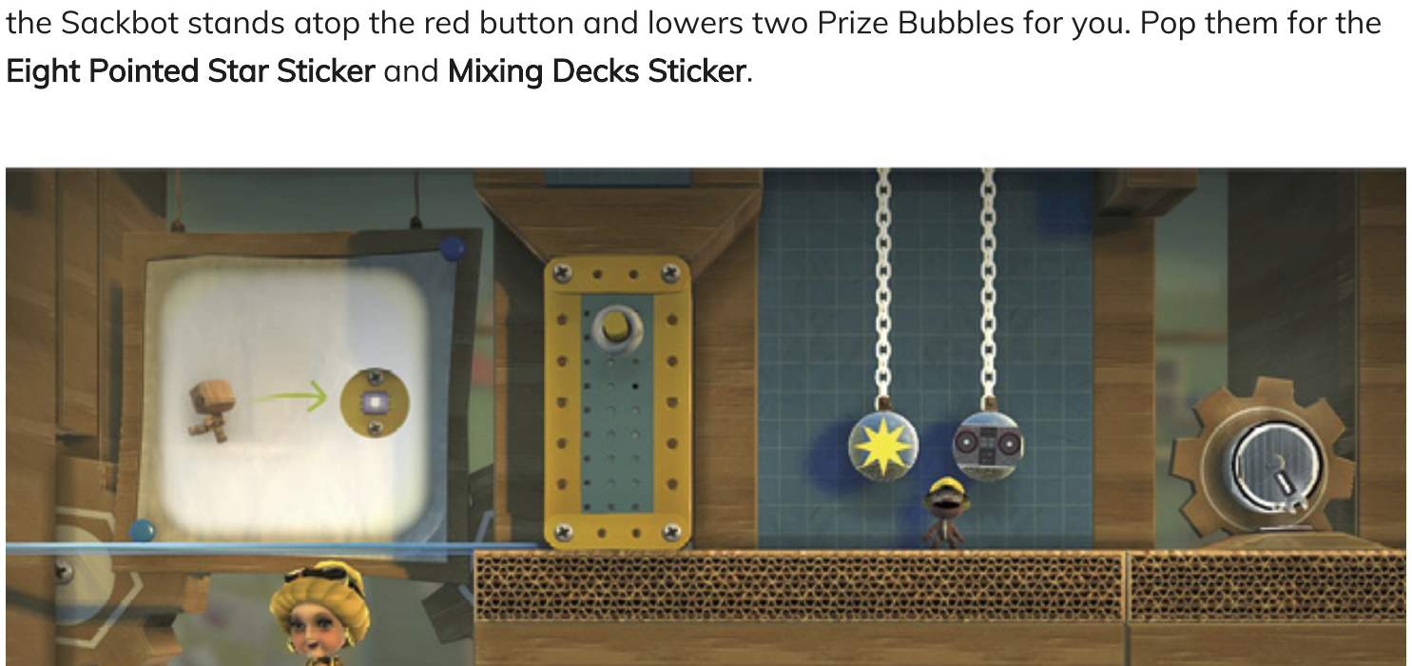
Tag, You're It!

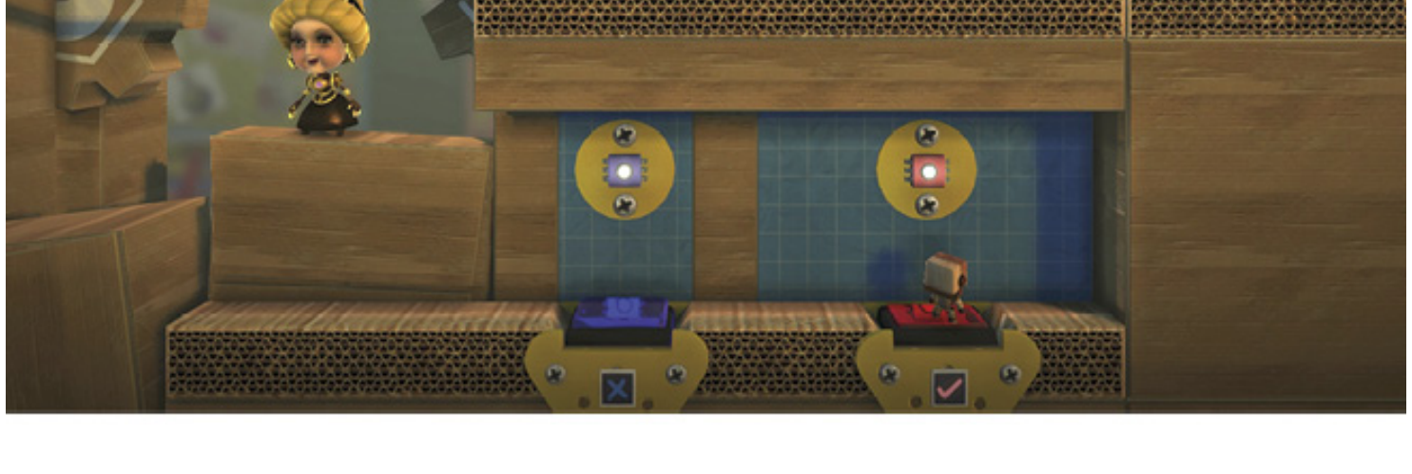
Sackbots are capable of getting things done, even without following your sack person's lead. For the next test, Victoria needs you to direct the Sackbot to follow a certain Tag Color.

Note the colored Tags above the colored buttons on the lower level where the Sackbot stands idle. Tweak the Behavior of the Sackbot, this time selecting Follow Waypoint. Make sure to highlight and press ✕ to select the blue Tag Color, as well. This causes the Sackbot to follow Tags of the selected color, just as the normal Follow Behavior causes it to trail your sack person.

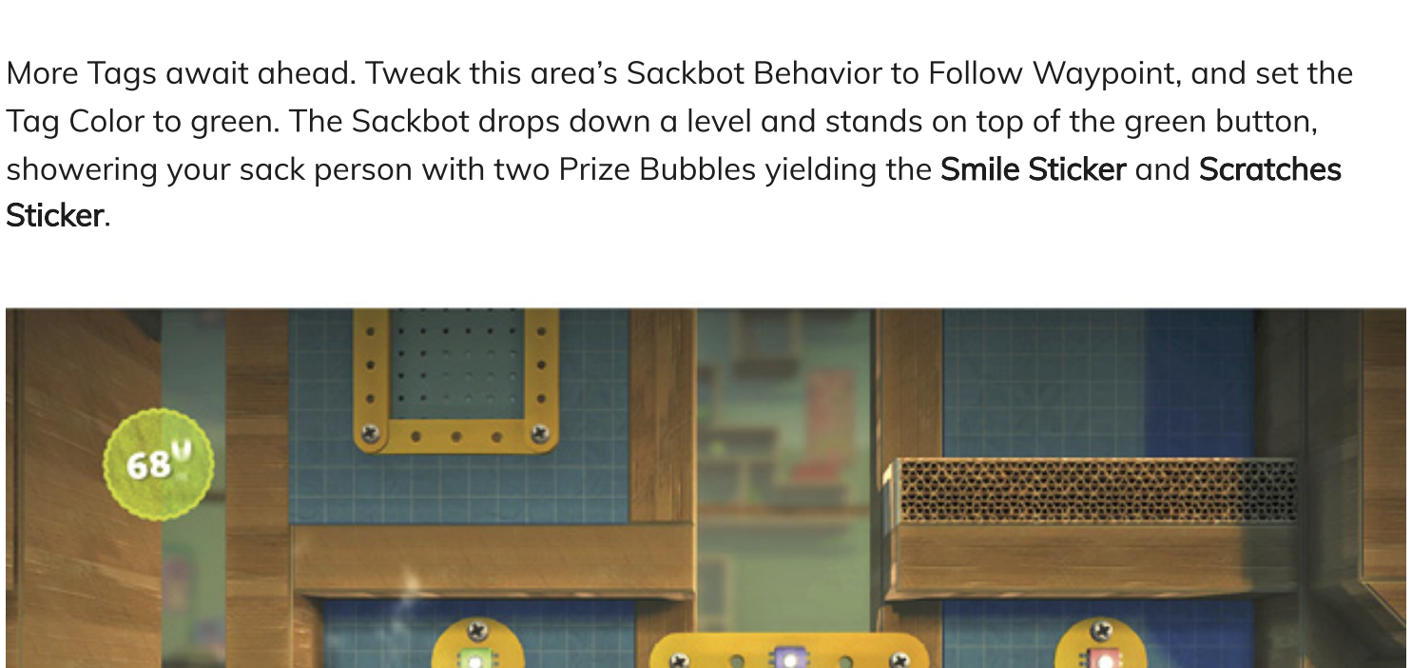


Once past the first barrier, tweak the Sackbot Behavior to follow the red Tag Color. Obediently, the Sackbot stands atop the red button and lowers two Prize Bubbles for you. Pop them for the **Eight Pointed Star Sticker** and **Mixing Decks Sticker**.



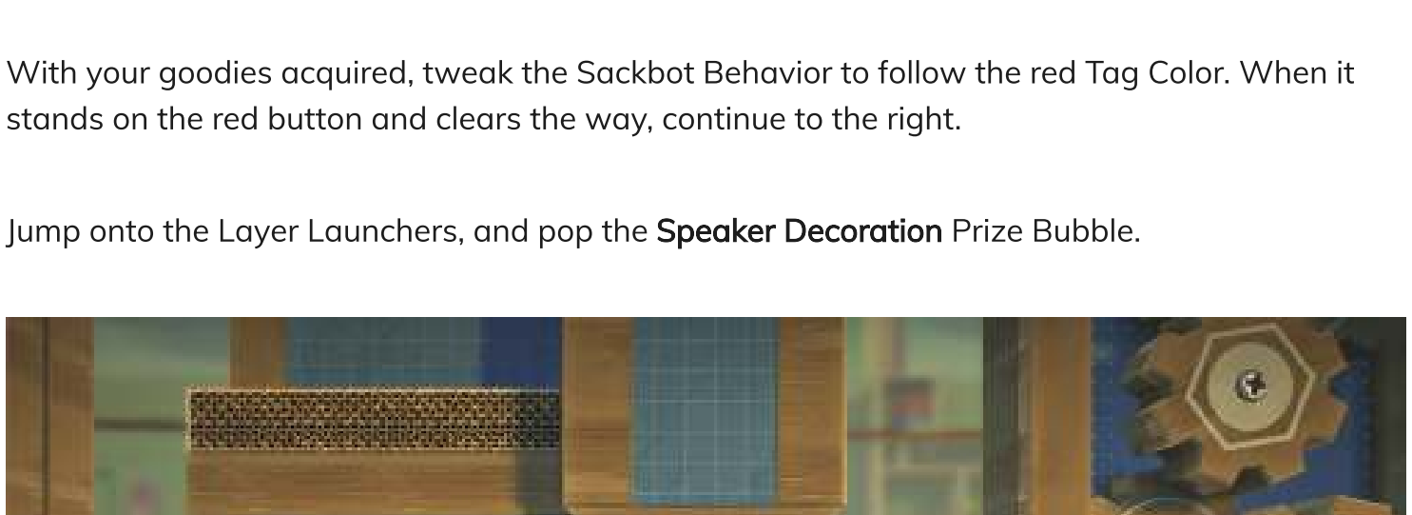


More Tags await ahead. Tweak this area's Sackbot Behavior to Follow Waypoint, and set the Tag Color to green. The Sackbot drops down a level and stands on top of the green button, showering your sack person with two Prize Bubbles yielding the **Smile Sticker** and **Scratches Sticker**.



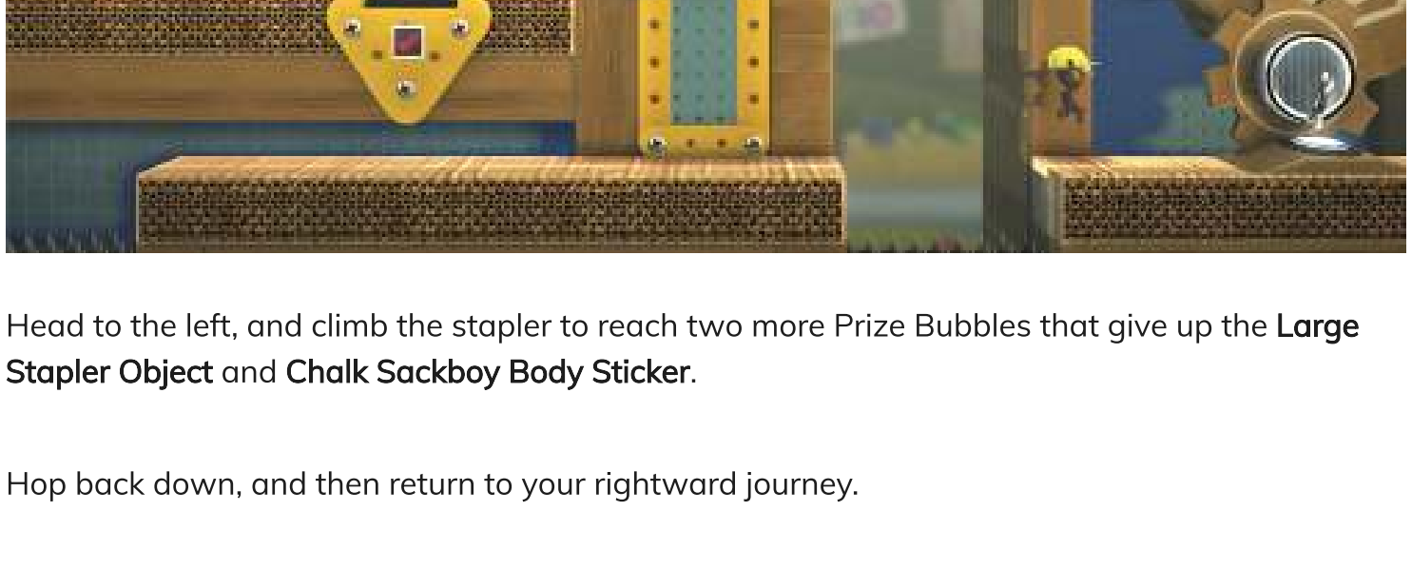
With your goodies acquired, tweak the Sackbot Behavior to follow the red Tag Color. When it stands on the red button and clears the way, continue to the right.

Jump onto the Layer Launchers, and pop the **Speaker Decoration** Prize Bubble.



Head to the left, and climb the stapler to reach two more Prize Bubbles that give up the **Large Stapler Object** and **Chalk Sackboy Body Sticker**.

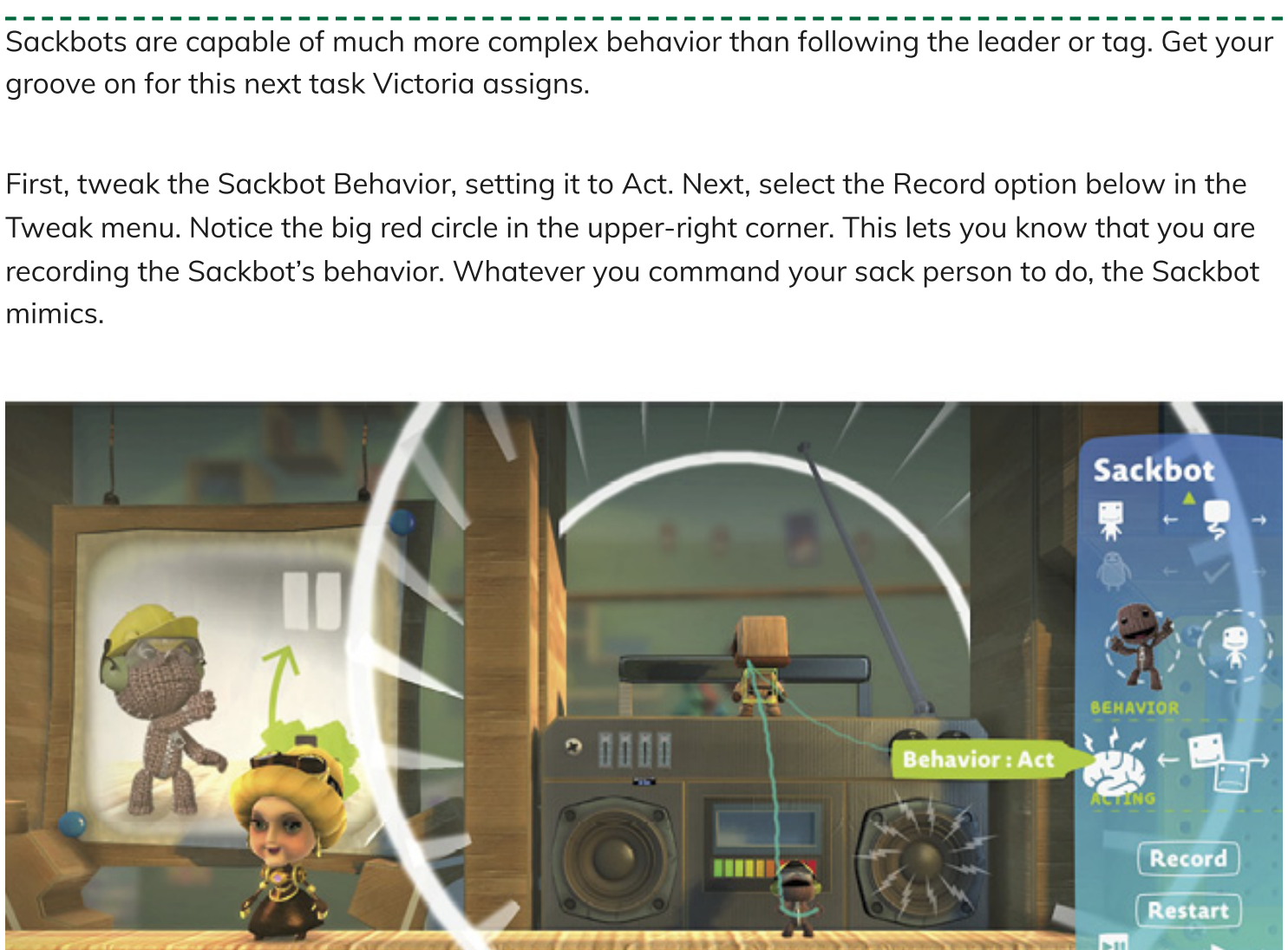
Hop back down, and then return to your rightward journey.



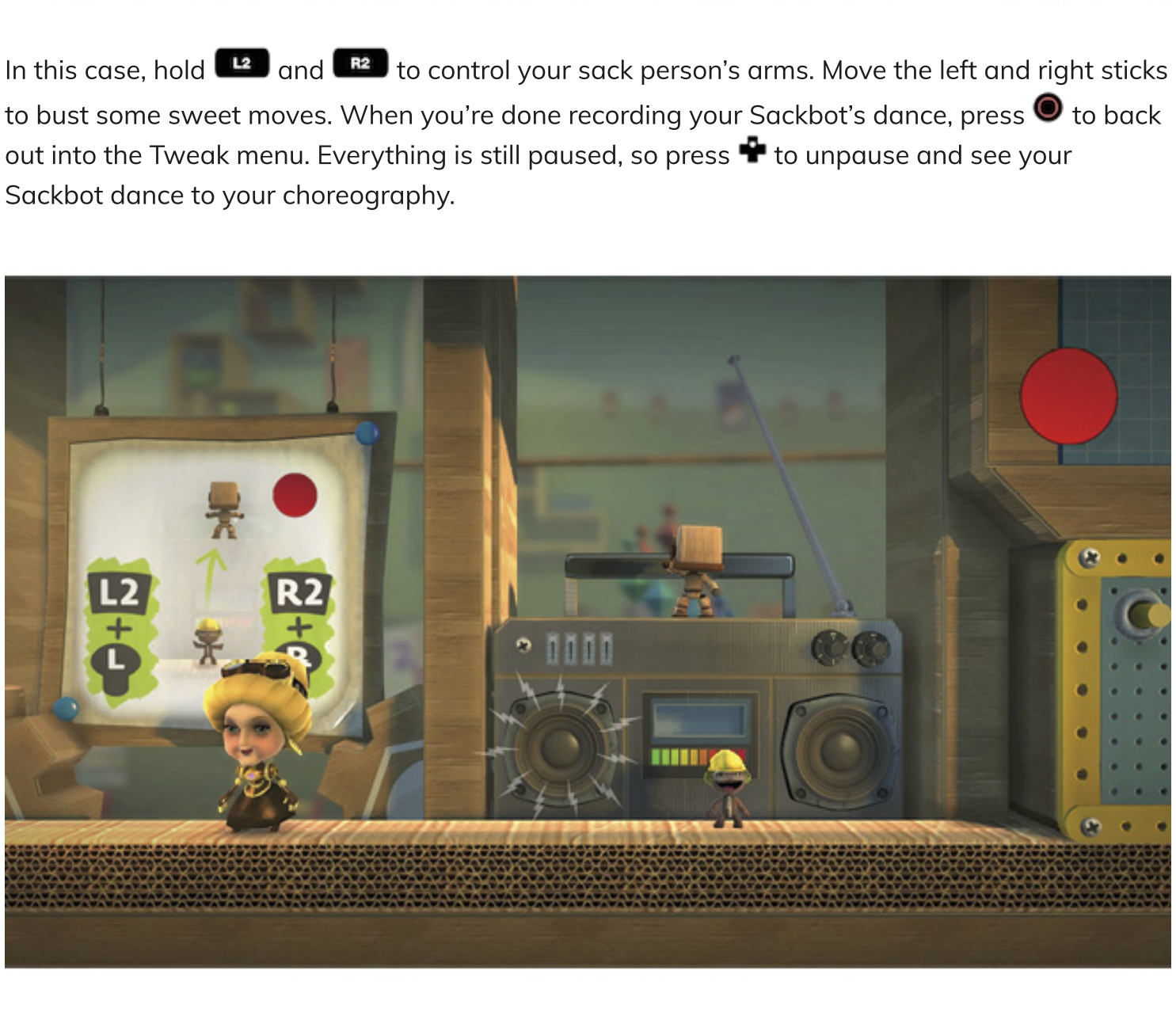
Sweet Dance Moves

Sackbots are capable of much more complex behavior than following the leader or tag. Get your groove on for this next task Victoria assigns.

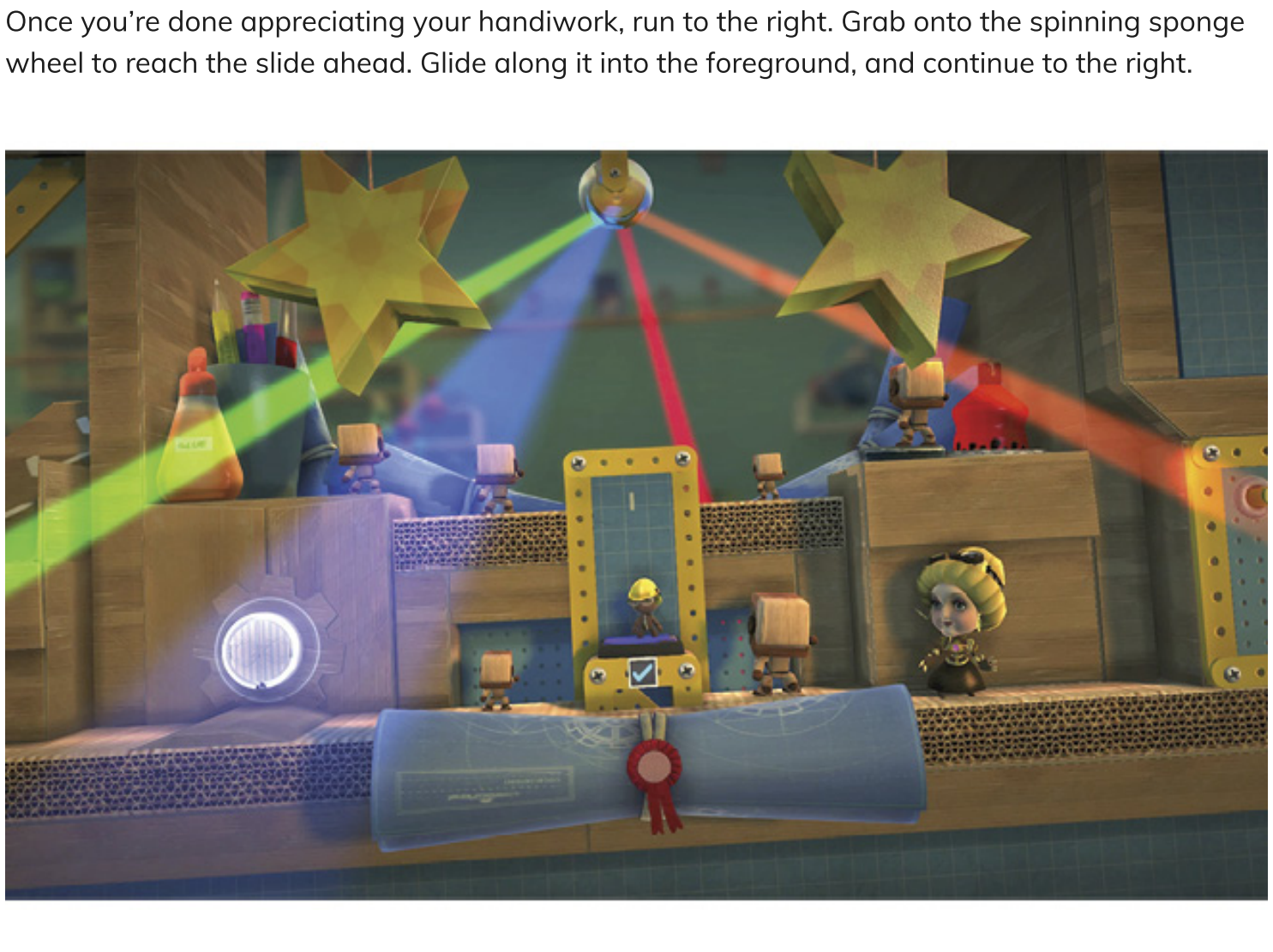
First, tweak the Sackbot Behavior, setting it to Act. Next, select the Record option below in the Tweak menu. Notice the big red circle in the upper-right corner. This lets you know that you are recording the Sackbot's behavior. Whatever you command your sack person to do, the Sackbot mimics.



In this case, hold L2 and R2 to control your sack person's arms. Move the left and right sticks to bust some sweet moves. When you're done recording your Sackbot's dance, press ● to back out into the Tweak menu. Everything is still paused, so press ✚ to unpause and see your Sackbot dance to your choreography.



Once you're done appreciating your handiwork, run to the right. Grab onto the spinning sponge wheel to reach the slide ahead. Glide along it into the foreground, and continue to the right.

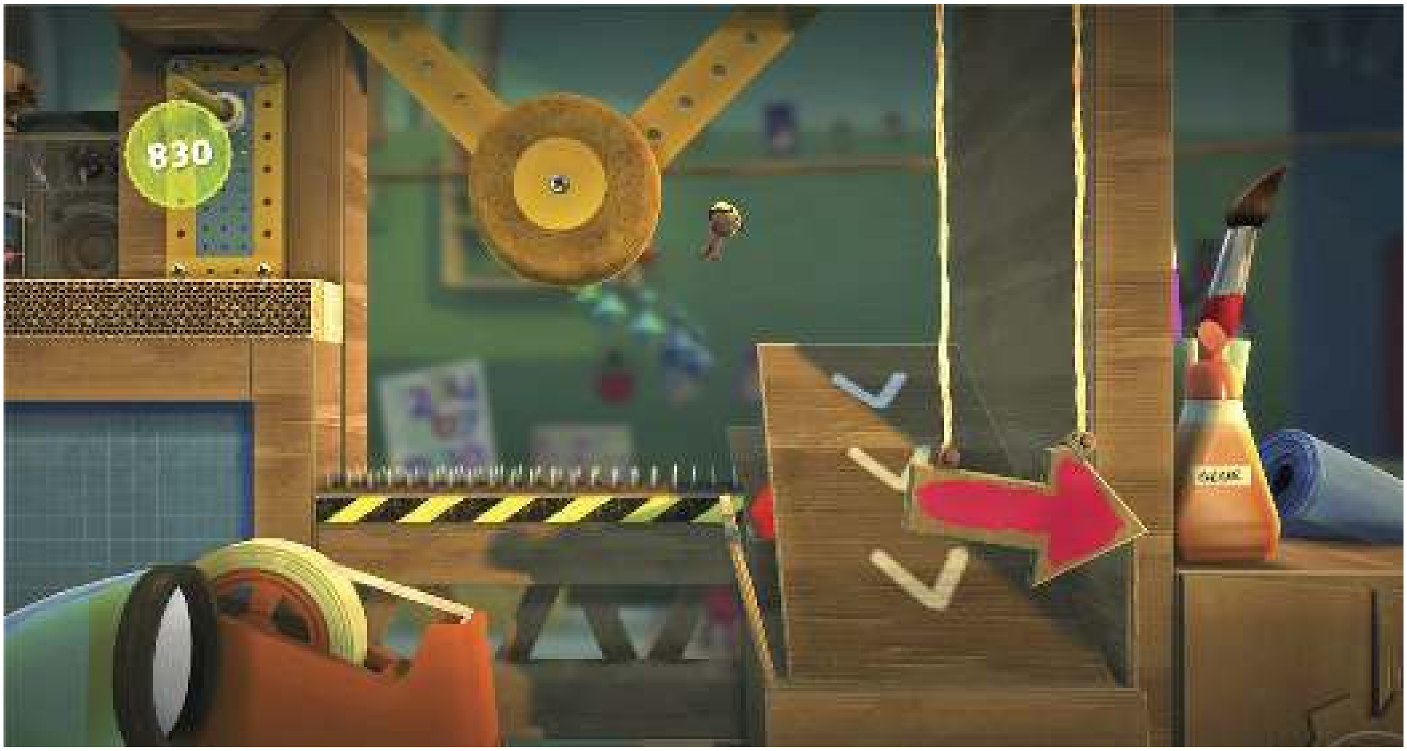


LittleBIG Planet 3

A Second Term at Popit Academy

Graduation

Victoria has only one more request: press a button. When you do, a fantastic light show, along with several Sackbots rocking your sweet moves, celebrates your graduation. When you're feeling partied out, run to the right, and arrive at the Scoreboard. Congratulations!

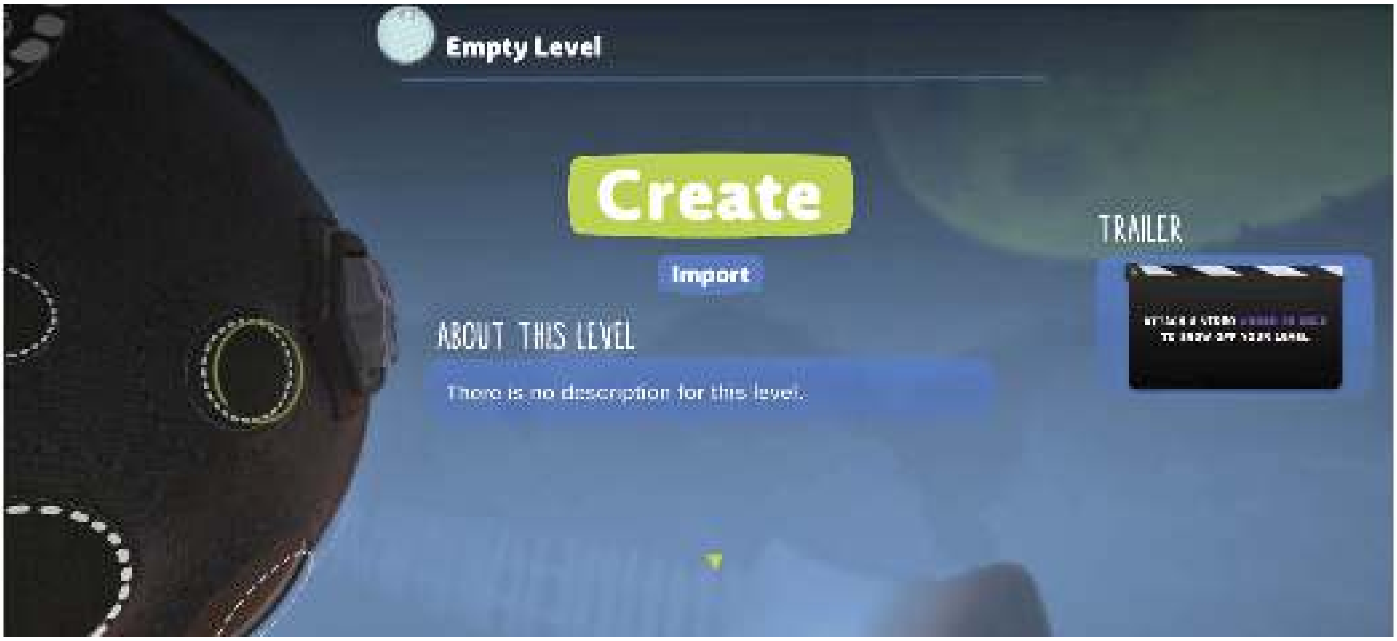


LittleBIGPlanet3

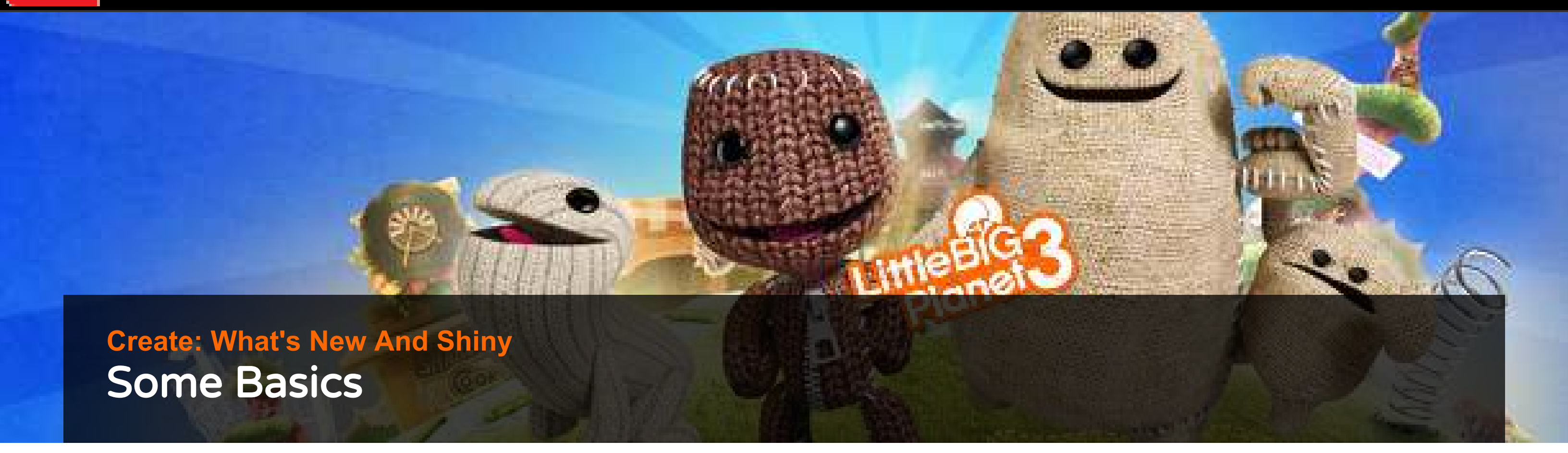
Create: What's New And Shiny

Ever Upgrading!

Little Big Planet has given its community the awesome power to not only play, but also to share and create. The Popit expansions in Create Mode are more than just tools; these are a means of expression, and they supply you with the power to spread your vision. While the halls of the Academy help ingrain the basics, and the tables of the last chapter provide you with a quick reference guide, this section is designed to plunge you into the Popit as you start investigating the newest instruments of your inventiveness.


Empty Level
Create
Import
ABOUT THIS LEVEL
TRAILER

There is no description for this level.



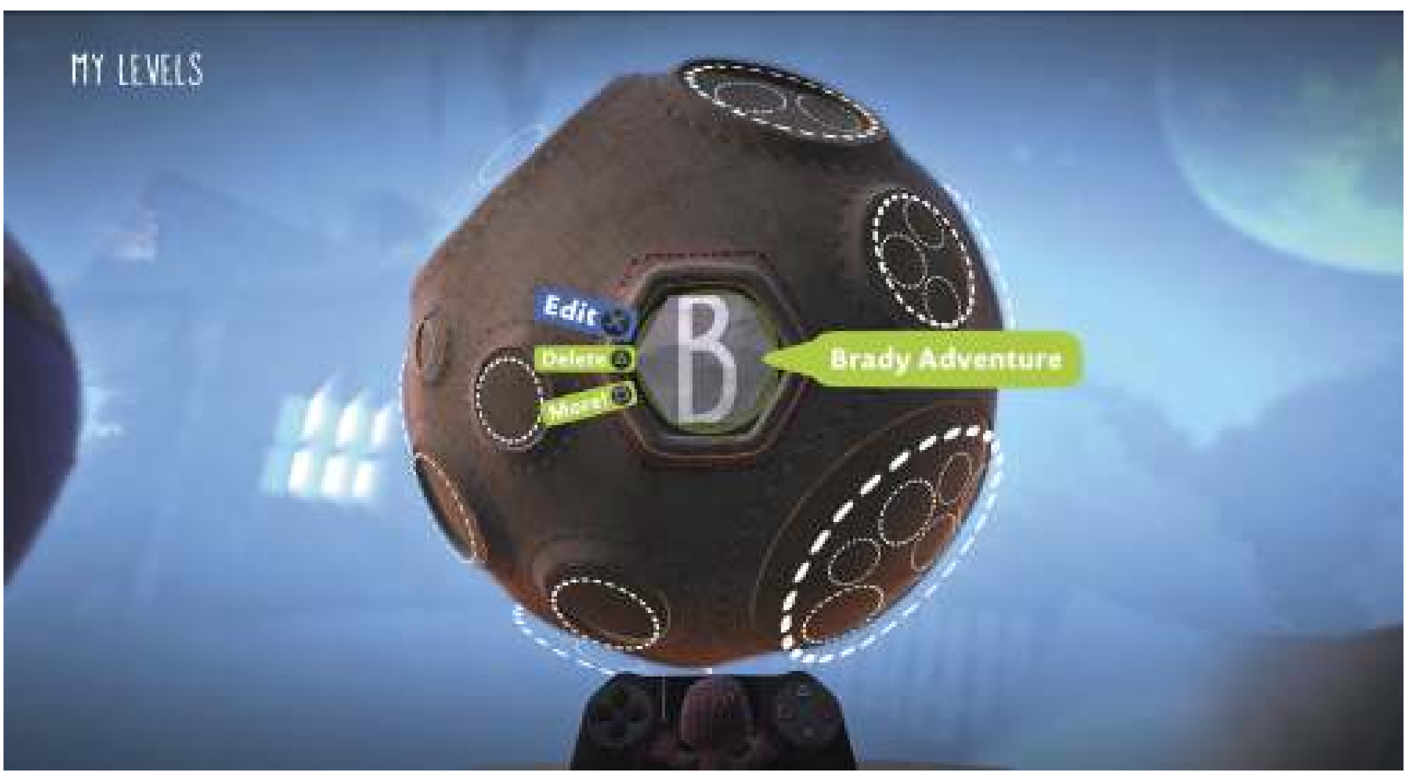
Create: What's New And Shiny

Some Basics

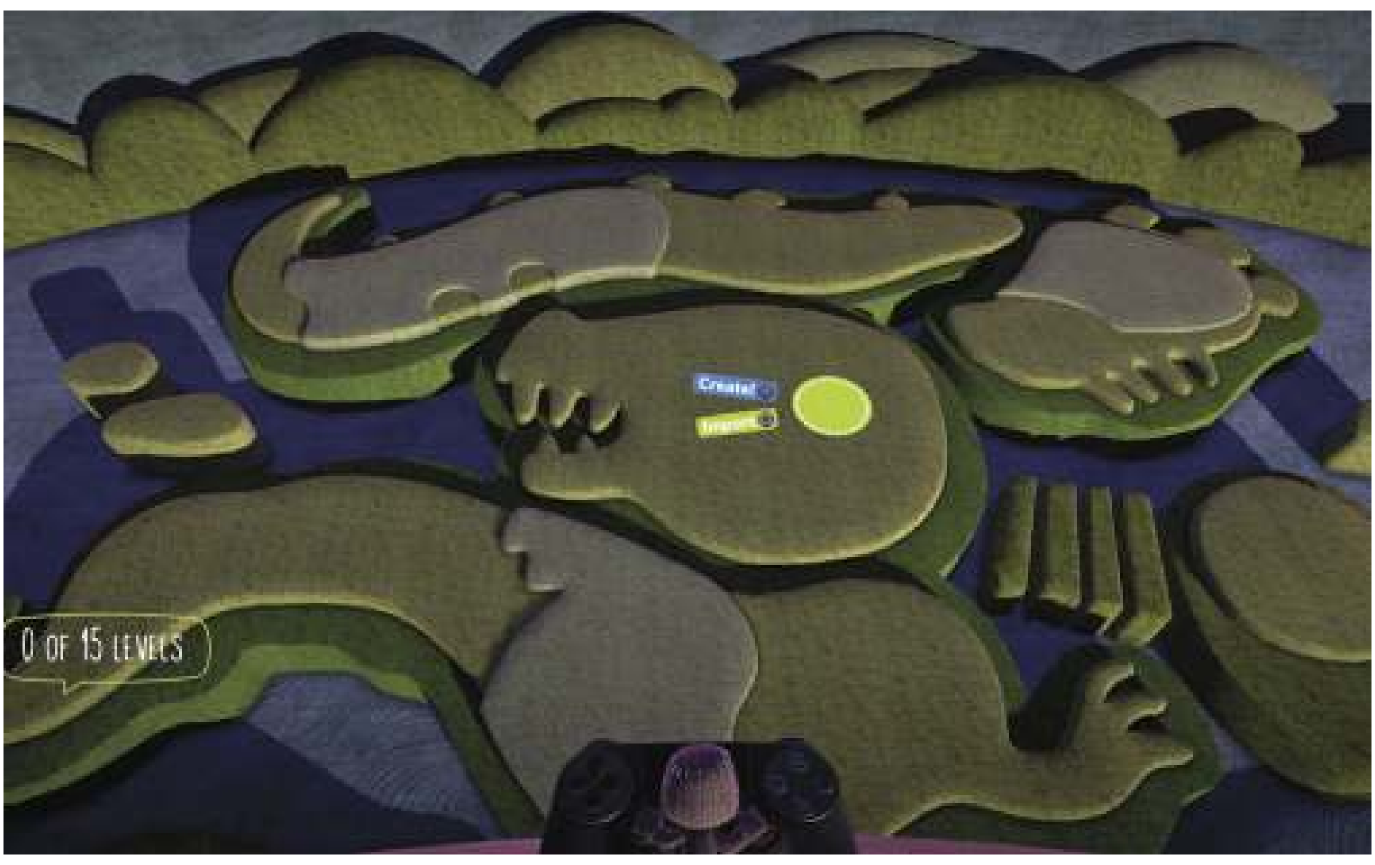
Even before getting into the Goodies and Tools bags, there are a few interesting updates to My Moon and the Global Stuff menu that can really set your creations up for success.

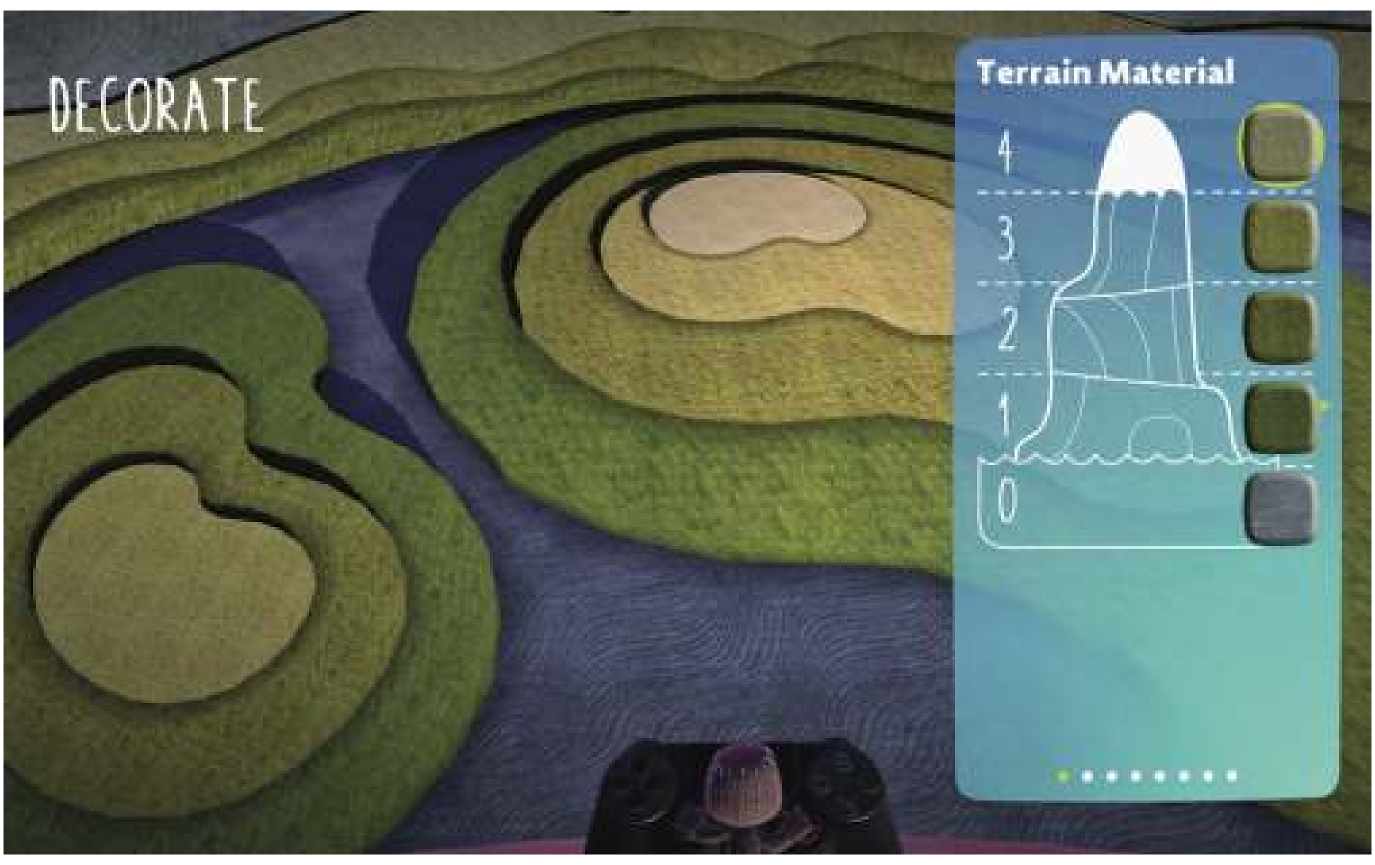
Adventures

When flying over the surface of My Moon, you are likely to notice a new few hexagonal landing zones. These special spots are known as Adventures, and just like Bunkum Lagoon or Manglewood, you can drop into one of these to create a whole series of interconnected levels in a customized environment.


MY LEVELS
Edit
Delete
More!
B
Brady Adventure

When you tap ✕ over one of these, you find yourself on the Map Screen. Not only can you plop levels down at will (up to 15 of them), but you can also press V to decorate the map itself. From Terraforming to Topography, the power is yours.

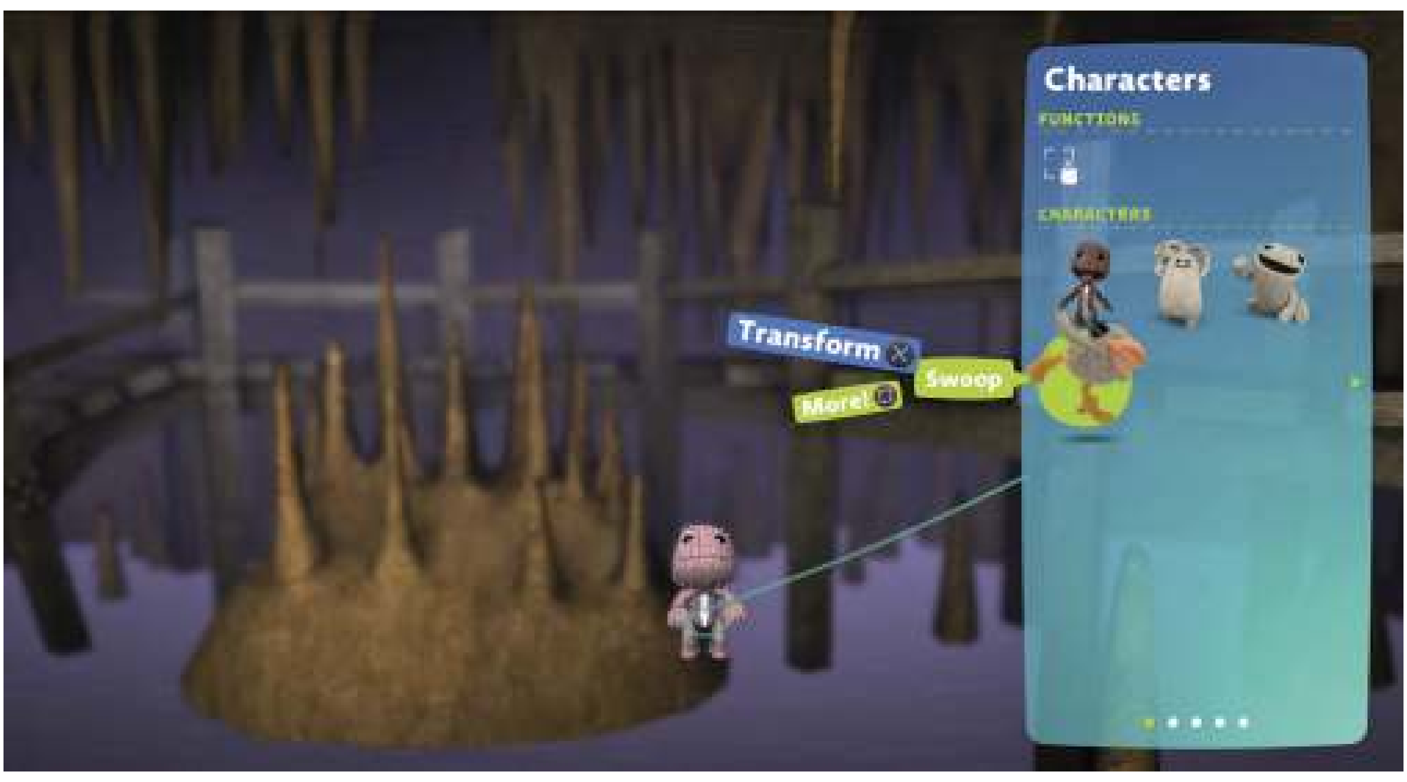

Create!
Import
0 OF 15 LEVELS


DECORATE
Terrain Material
4
3
2
1
0

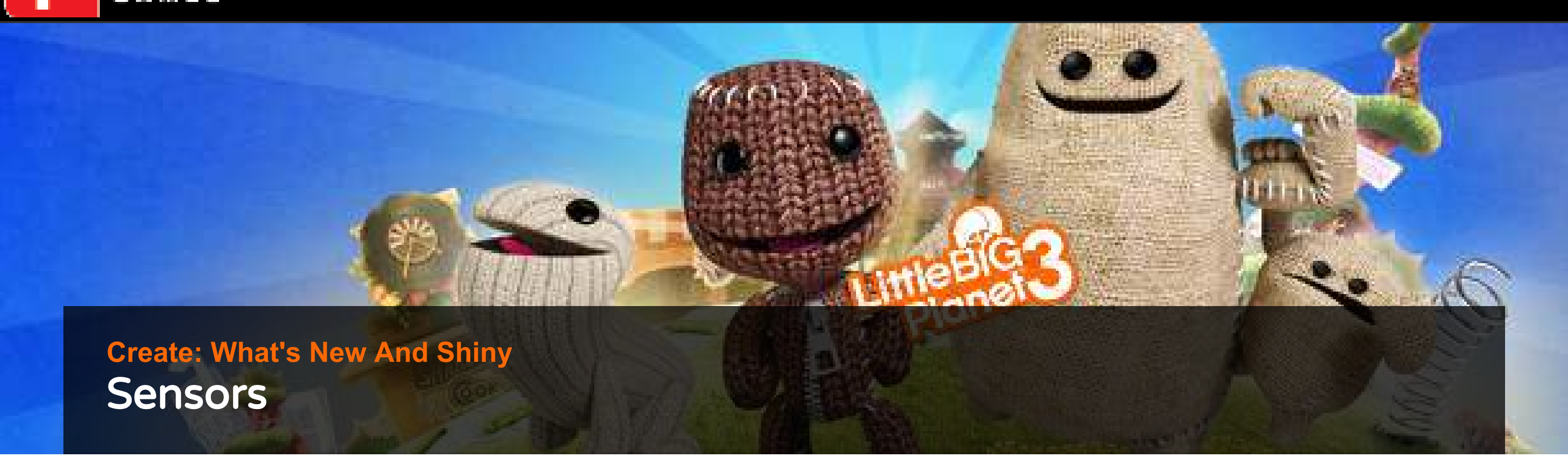
Global Stuff

Once you find yourself in a new level, there is a whole host of fresh hotness in the Global Stuff menus that any cunning creator should know about.

First up is the Characters page. This handy segment lets you quickly switch out between the daring adventurers for gameplay testing and aesthetic purposes.


Characters
FUNCTIONS
CHARACTERS
Transform
More!
Swoop

In the next tab over, you find the Sackpocket Items. Again, this feature lets you equip anything you might need to check a puzzle or just see how it is put together.


LittleBIG Planet 3

Create: What's New And Shiny

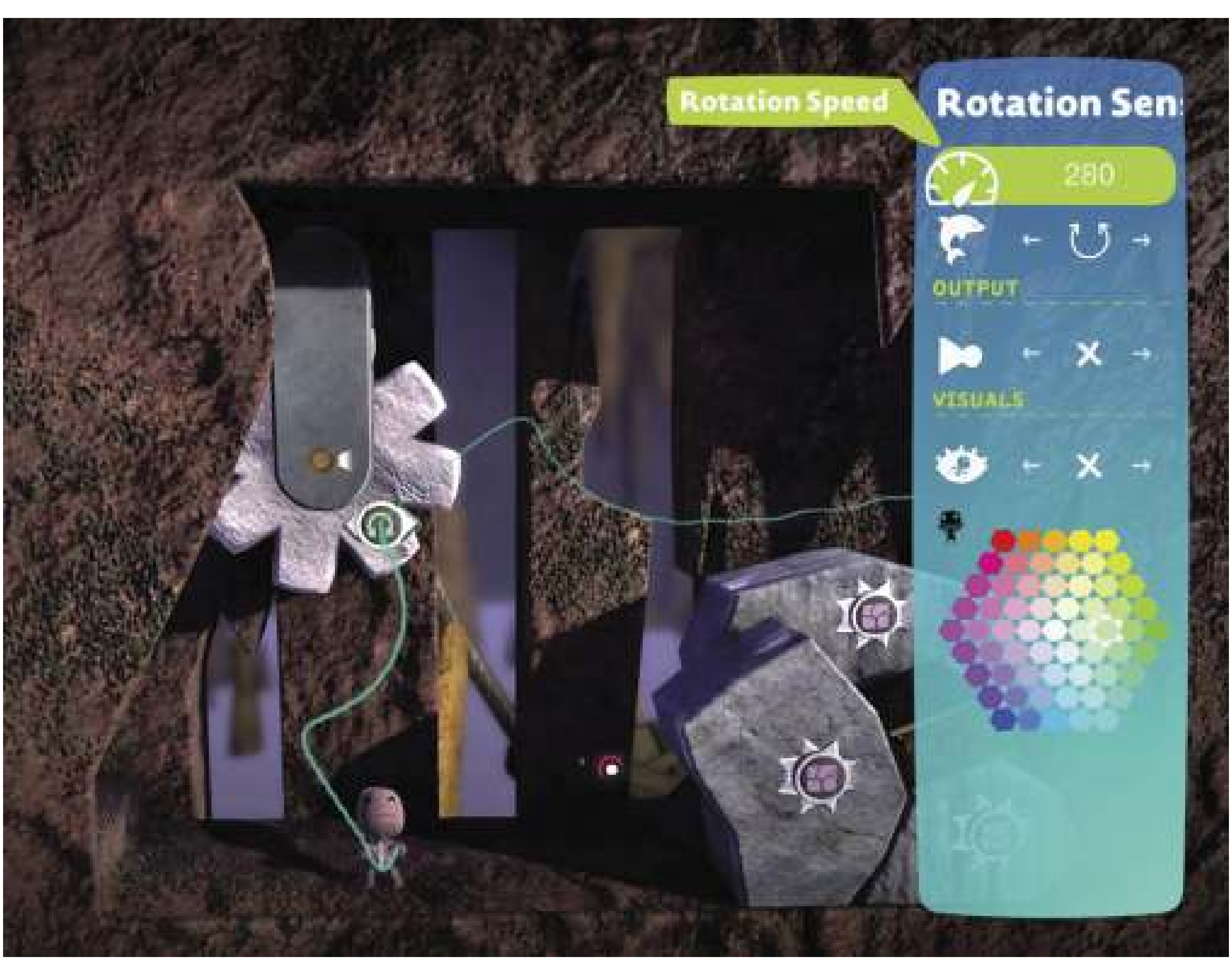
Sensors

As you dive head first into the Popit looking for the newest and shiniest of the new shiny things, you might overlook Sensors. Not so here! Several new Sensors have made their way into the Tools bag and are ripe for the sensing.

Let's begin this demo at the opening of a cave. Nothing like a little spelunking to get the creative juices flowing!

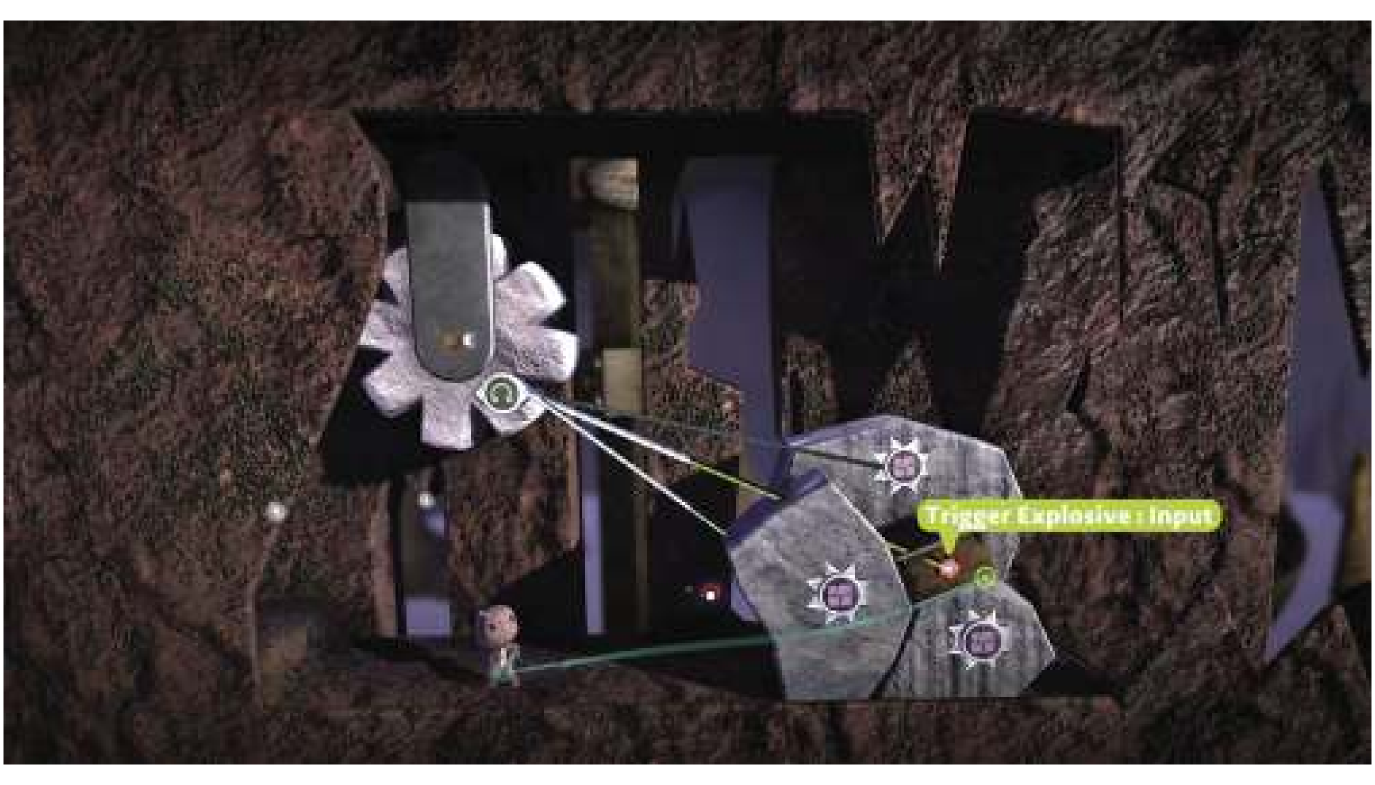
Rotation Sensor

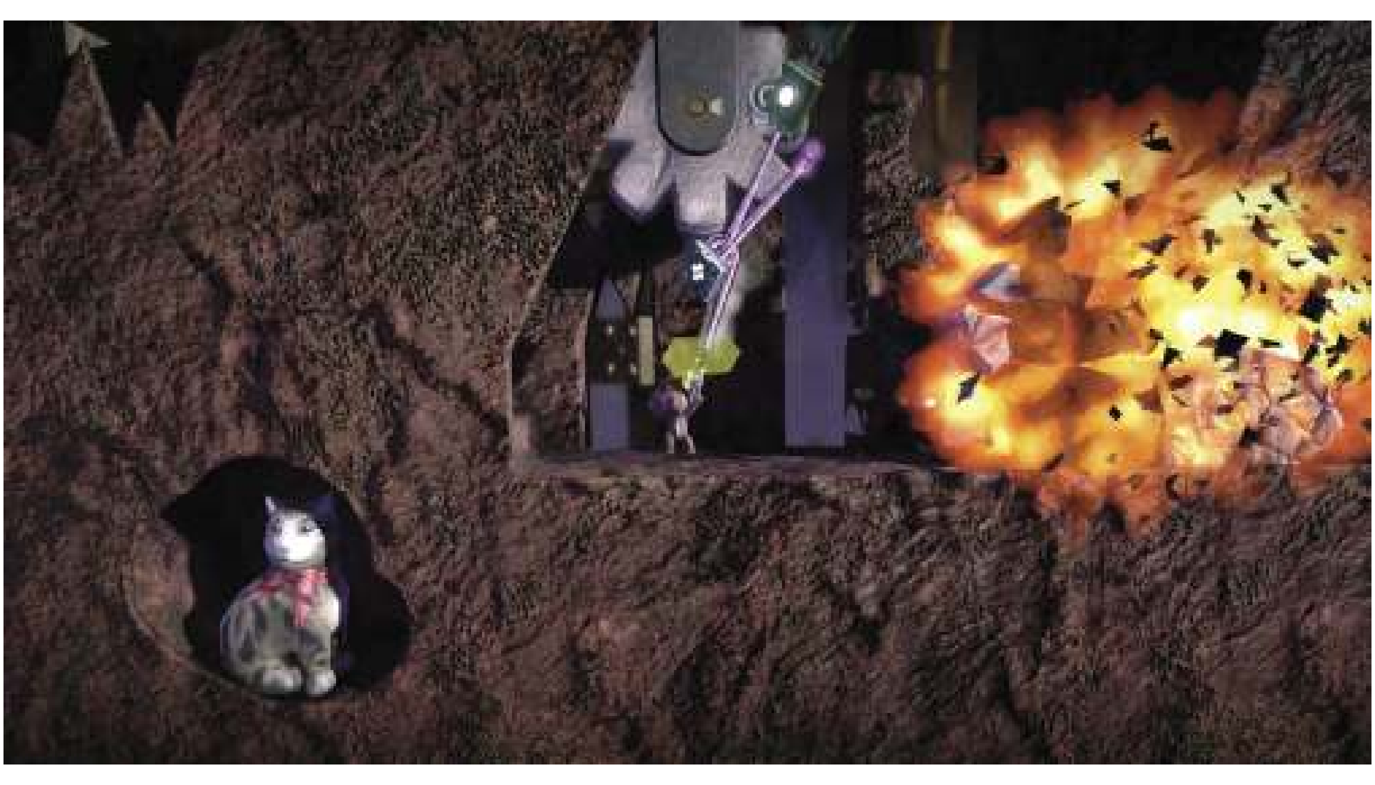
In the first cavern, some boulders obstruct the adventure ahead. Fortunately, there seems to be some TNT and a few Shardinators (another new tool covered in the Object Tweaker section a little later on) at the ready to help make a path. By attaching a Rotation Sensor to the handy preplaced turbine, you are just a few short connections shy of clearing the way.


Rotation Speed
Rotation Sen
280
OUTPUT
VISUALS

Rotation Sensors measure how quickly things are spinning and activate upon meeting a set centrifugal force.

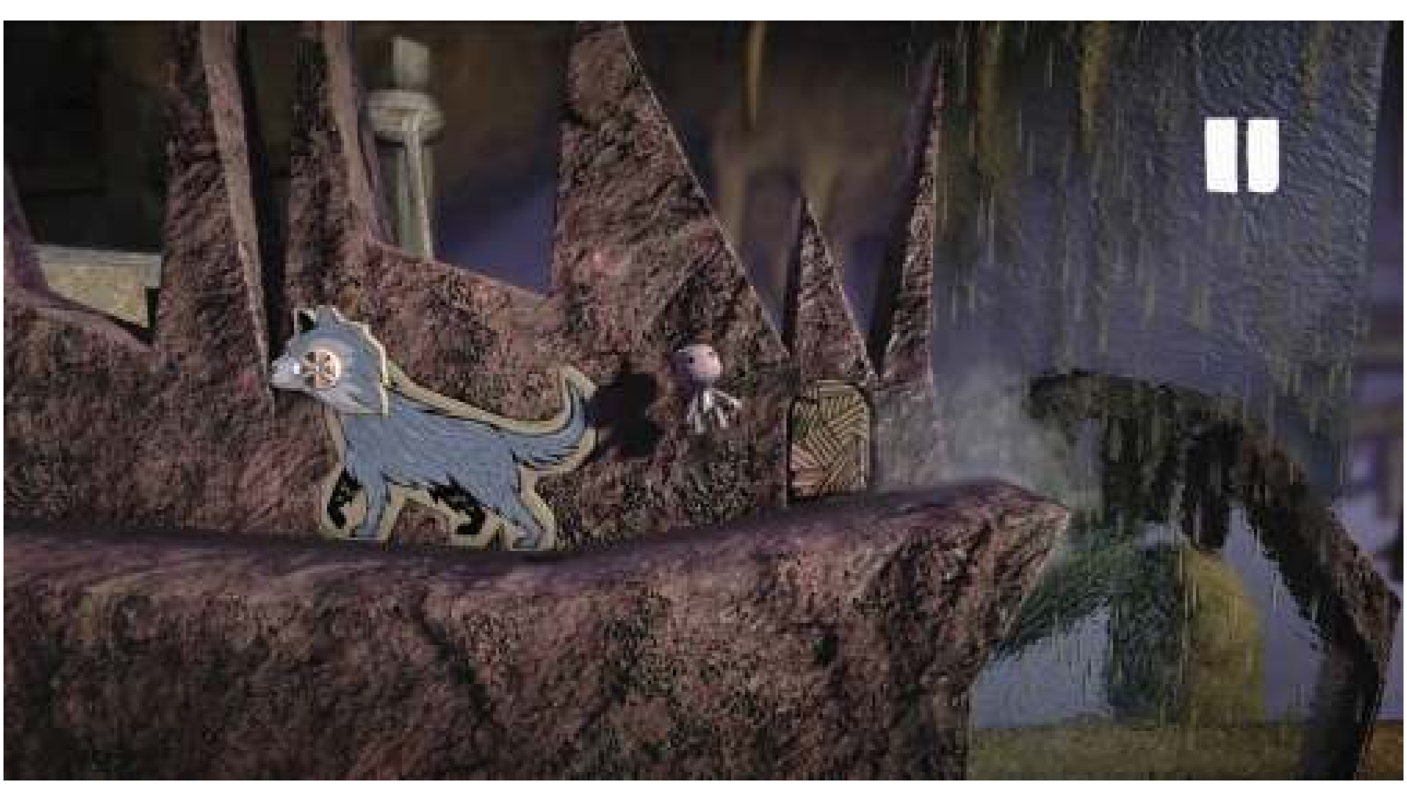
Use the Popit Cursor to check out the available Tweaks, as well as to connect the Sensor to anything you want it to activate. In this example, connecting it to the explosives and Shardinators allows it to become a Pumpinator puzzle like many found in the main story.


Trigger Explosive : Input

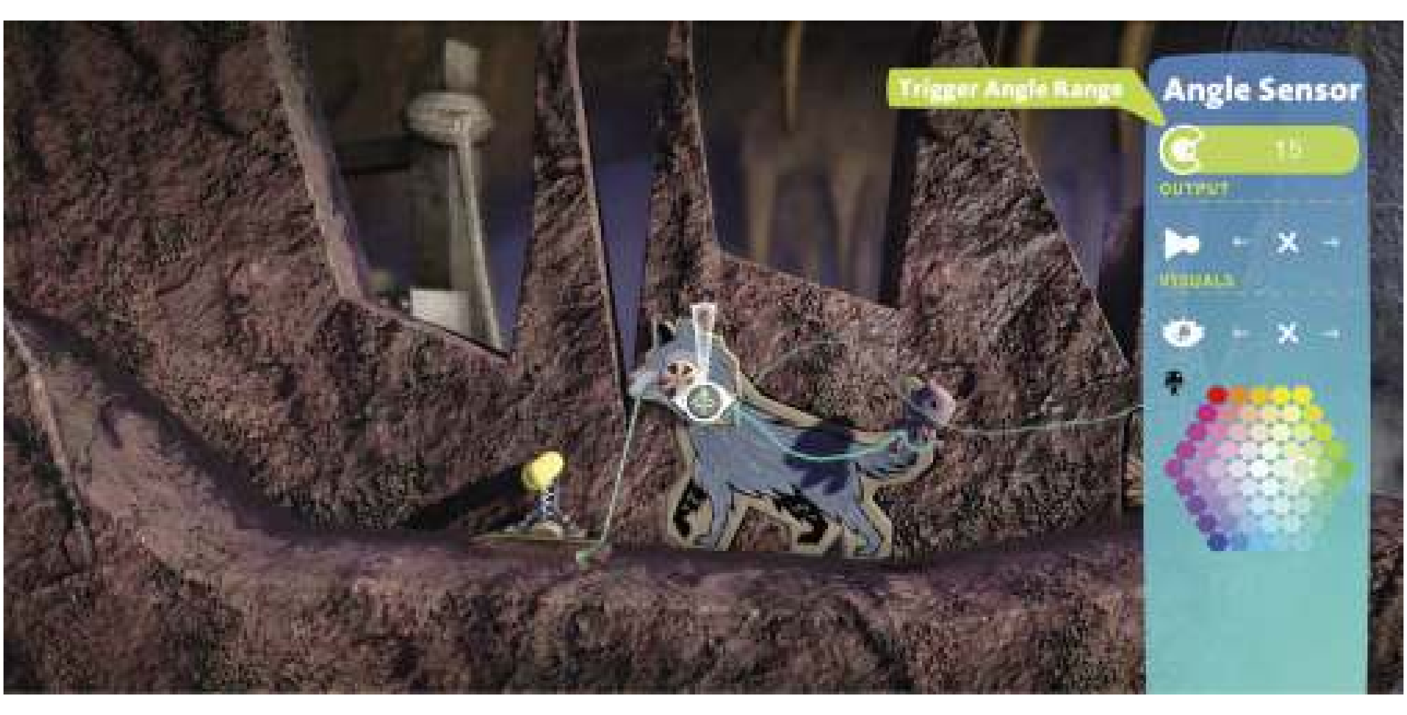


Angle Sensor

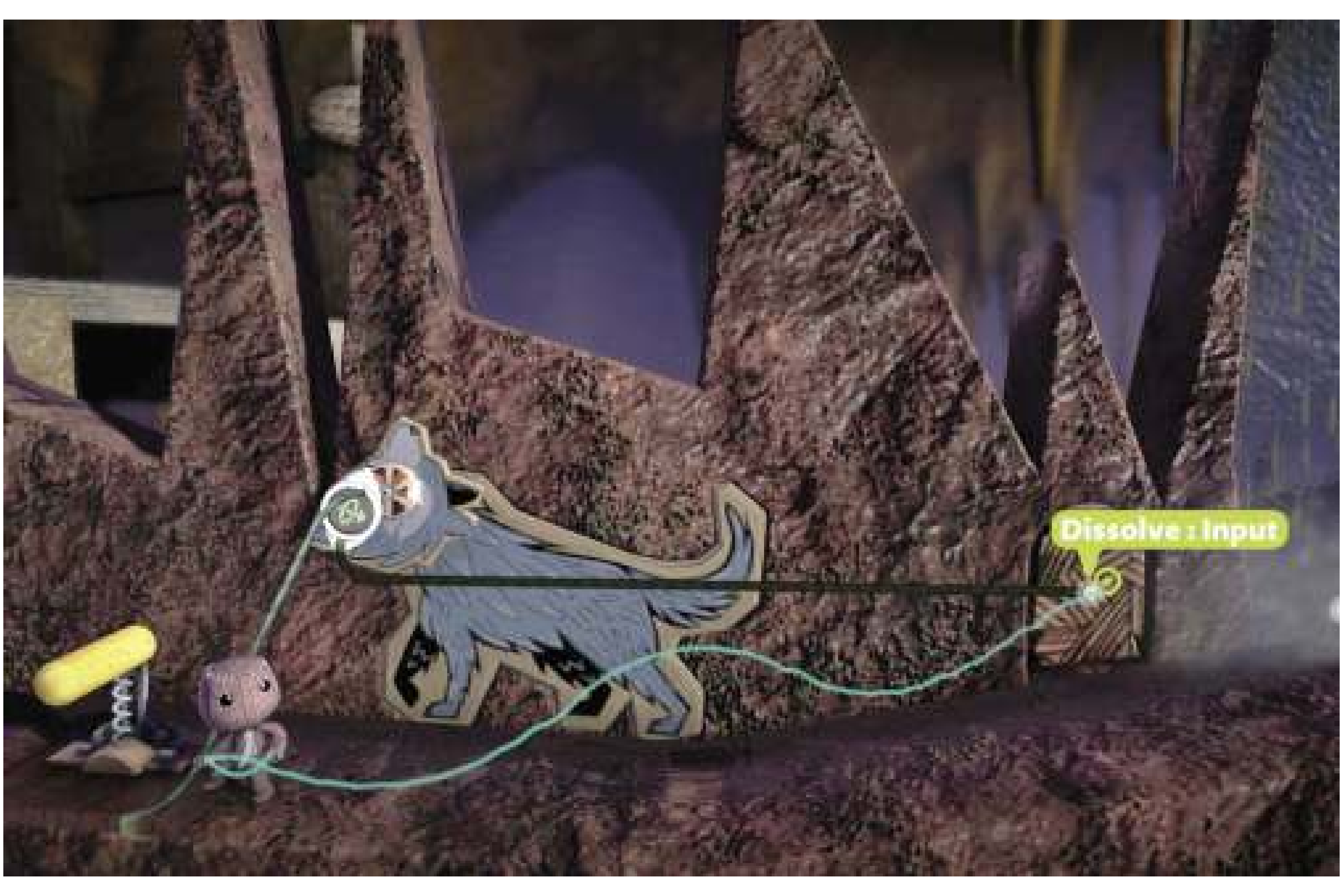
Moving into the next cavern, the way once again seems impassable, with the path ending at a waterfall. Not so. By using an Angle Sensor, you can clear the way to the hidden bridge behind the waterfall.



The silver wolf is the key to the chamber. Its face is attached to a motor bolt. Connect this to a 3-Way Switch. With a few simple Tweaks, you can pivot the head clockwise or counter-clockwise.


Trigger Angle Range
Angle Sensor
15
OUTPUT
VISUALS

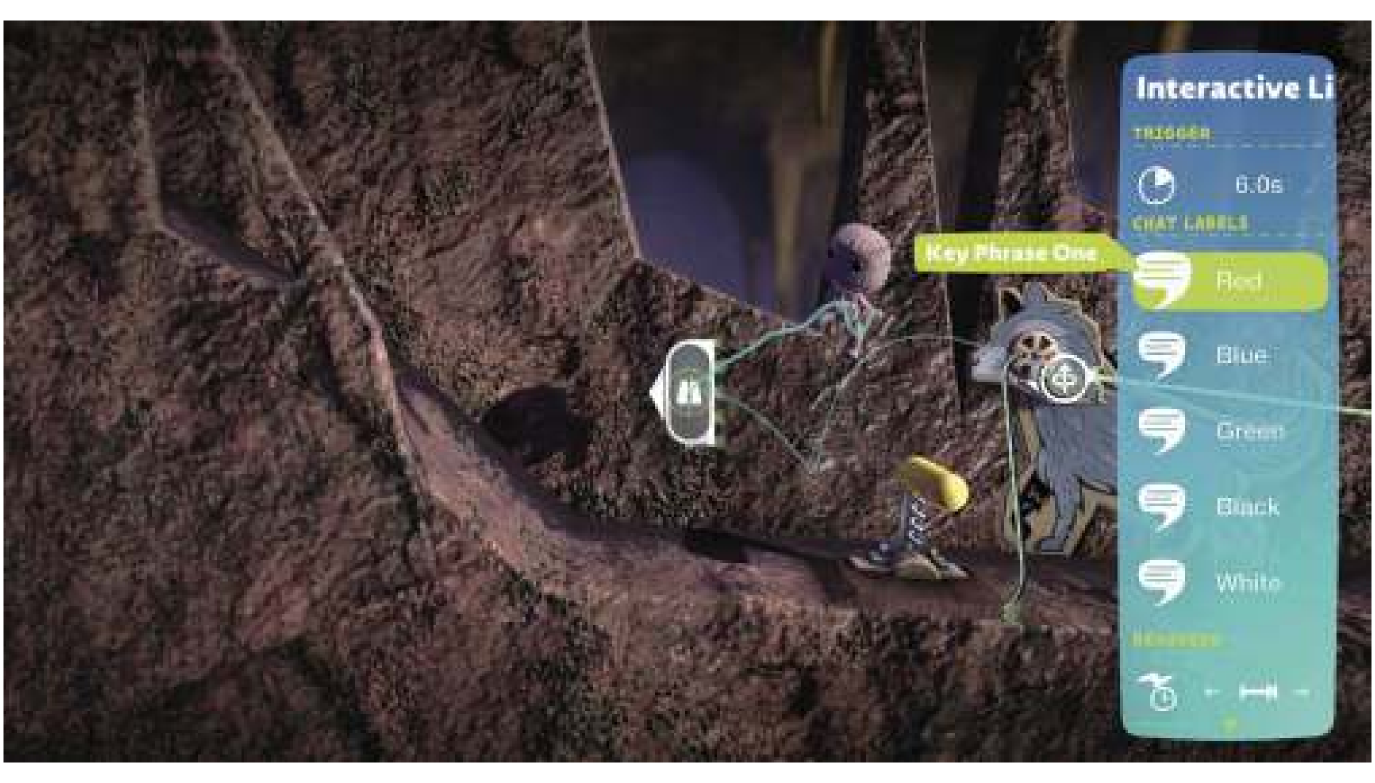
Once the head is just about correct, you can attach an Angle Sensor that is set to a very small margin for activation. Rotating the head disengages the switch, making it safe to attach to a disguised Dissolve door. All a would-be trekker must do now is rotate the head into position to move along.

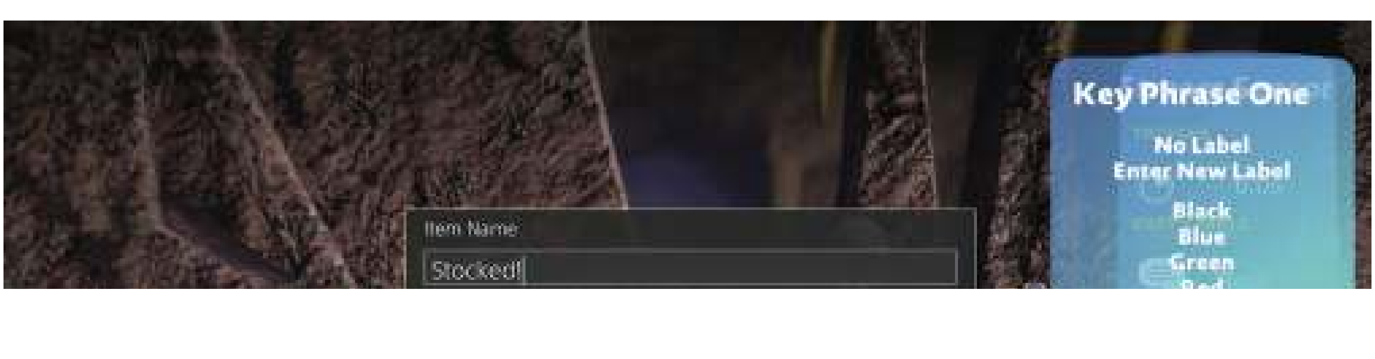

Dissolve : Input

Interactive Live Stream Sensors

The final new standard Sensor at your disposal is the Live Stream Sensor. This fine little tool rewards players for broadcasting themselves out into the Craftverse.

In the Tweak menu, you can track up to five phrases from other LittleBigPlanetonians watching the stream. These correspond to the five outputs on the Sensor. Whichever phrase is trending highest actives its output. This is great for giving bounces to fan favorites in a racing level, or setting different paths based on watcher choice. For this little level, though, you are going to use it to reward your sack person for having someone care to see what is happening at all.


Interactive Li
TRIGGER
6.0s
CHAT LABELS
Key Phrase One
Red
Blue
Green
Black
White


Key Phrase One
No Label
Enter New Label
Black
Blue
Green
Item Name
Stocked!

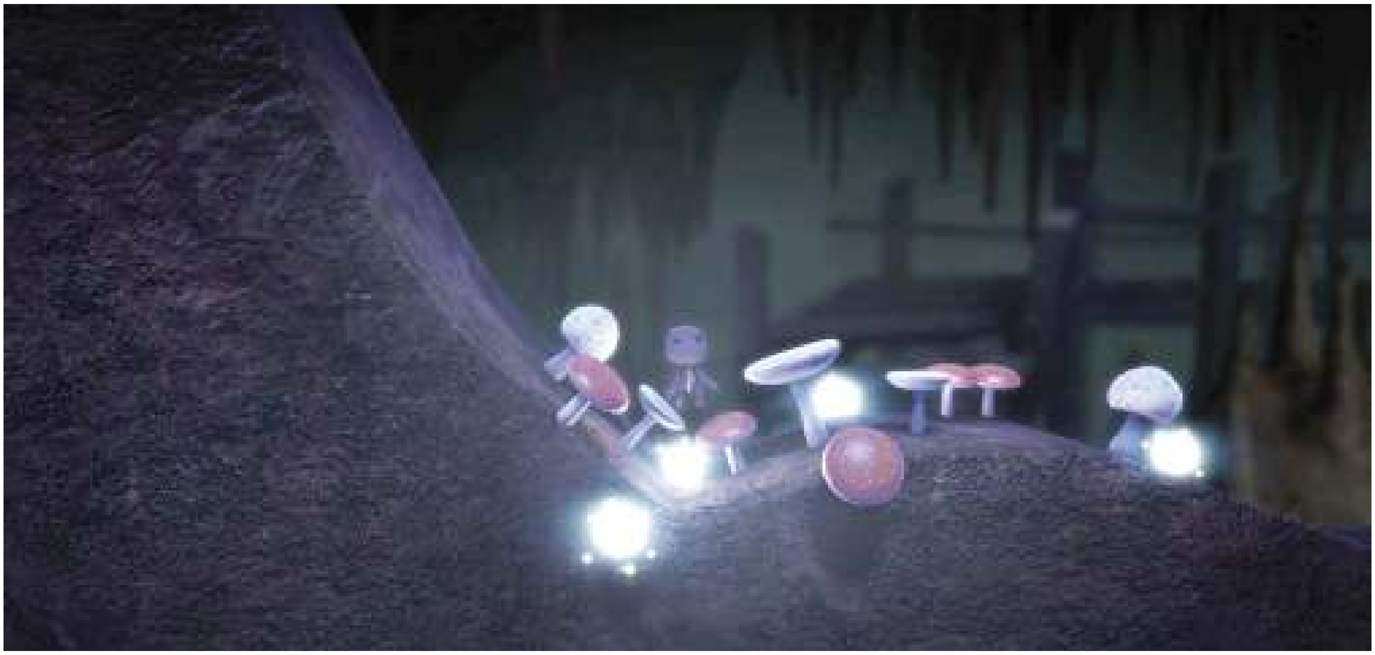
LittleBigPlanet 3

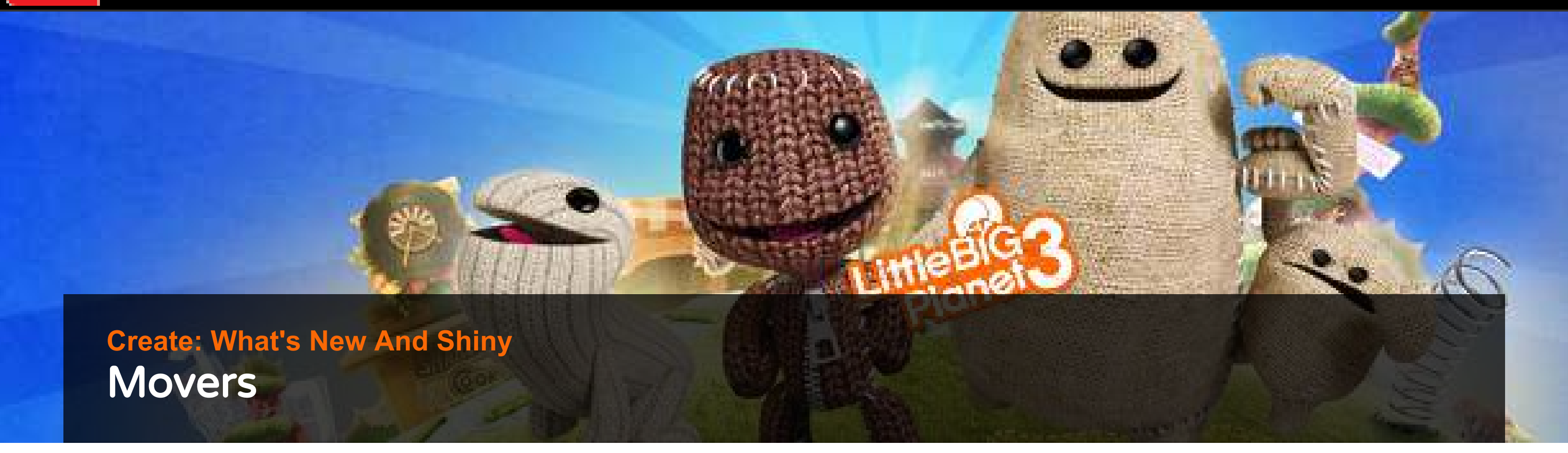
Logic

Logic instruments are at the core of how things behave in *LittleBigPlanet* 3. From the waterfall bridge, head deeper underground to see how you can add a little atmosphere with the newest addition to this tool set.

Wave Generator

As you descend deeper and deeper into the cave, the light fades. Fortunately, this basin is home to phosphorescent fungi. One appears to be loose, and it is needed to light the way ahead. To make the upcoming platforming section a little more challenging, add a Wave Generator into the mix, and attach it to all of the fungal lights. Set each light's Input Action to Dimmer. With a few more simple modifications to get the timing where you like it, each light now pulses in the darkness.



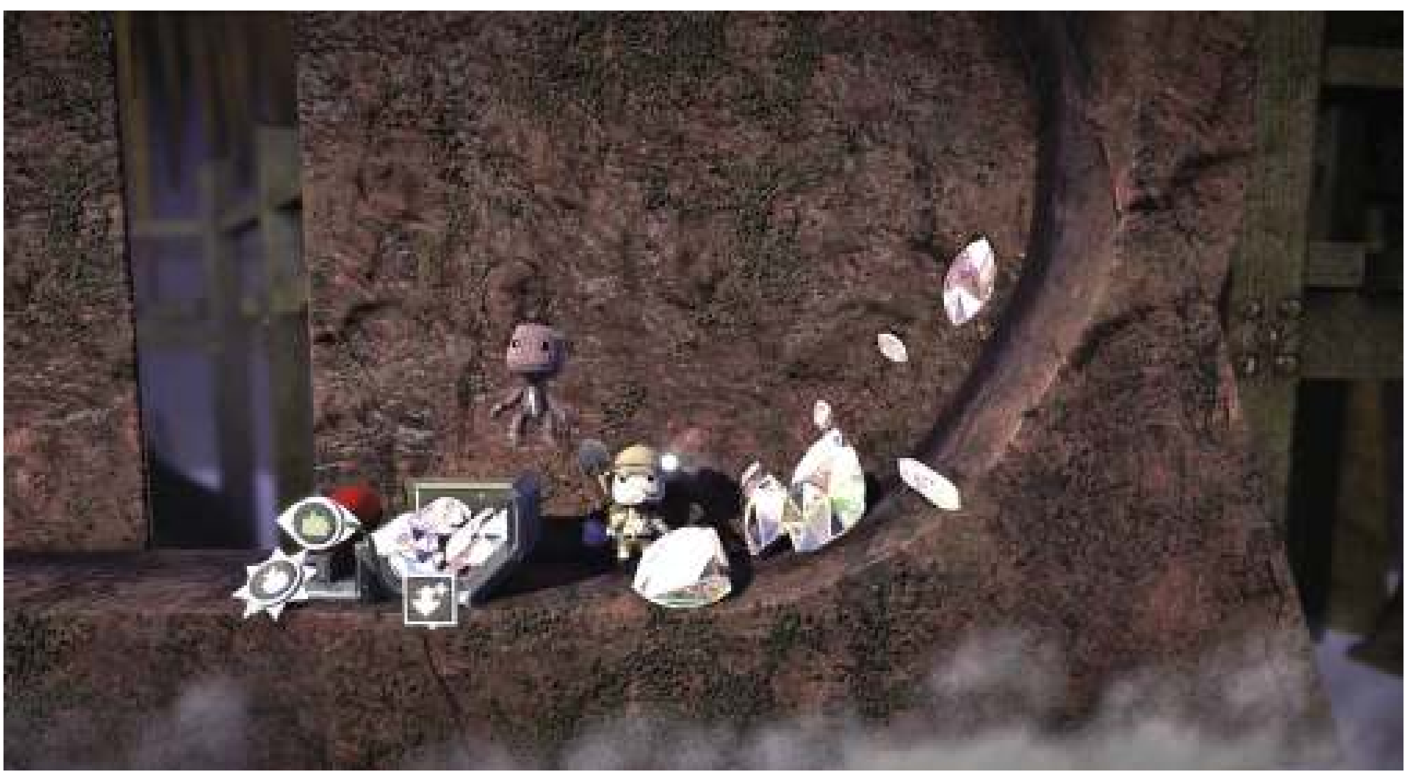


Movers

Dropping the fungal lamp and heading back up to a more well-lit section of the caves leads to a interesting challenge area involving Movers. There appears to be a gas leak, so it's best to get out of here fast.

Advanced In/Out Mover

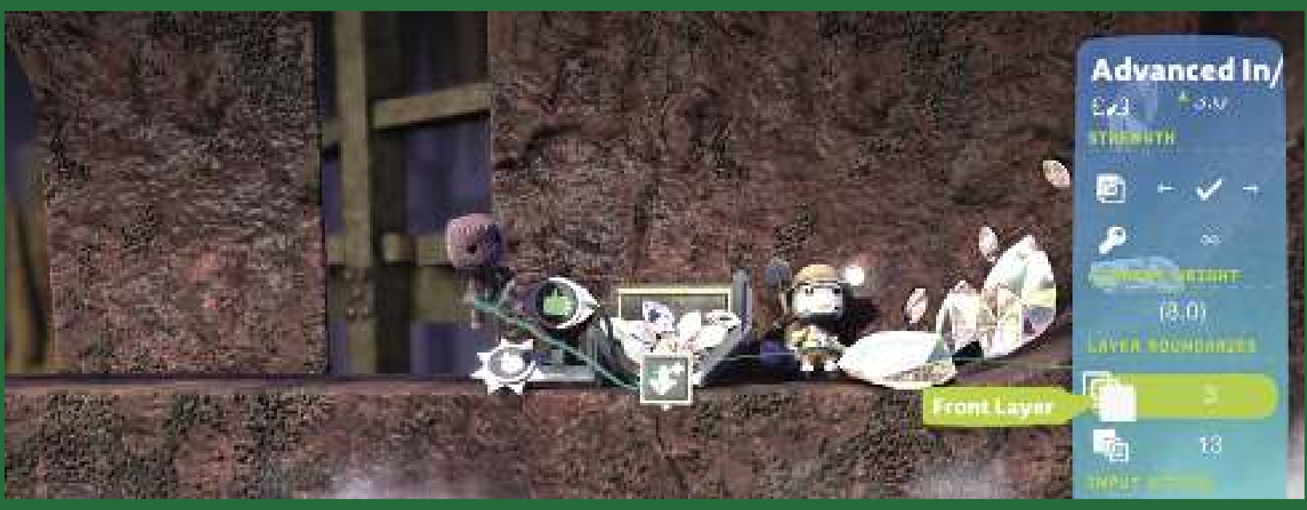
With so many more layers to play with, the Advanced In/Out Mover really helps manage moving objects forward and back. Here, one is being used in conjunction with several other tools to permit a gem cart to pass over a gaseous hazard.

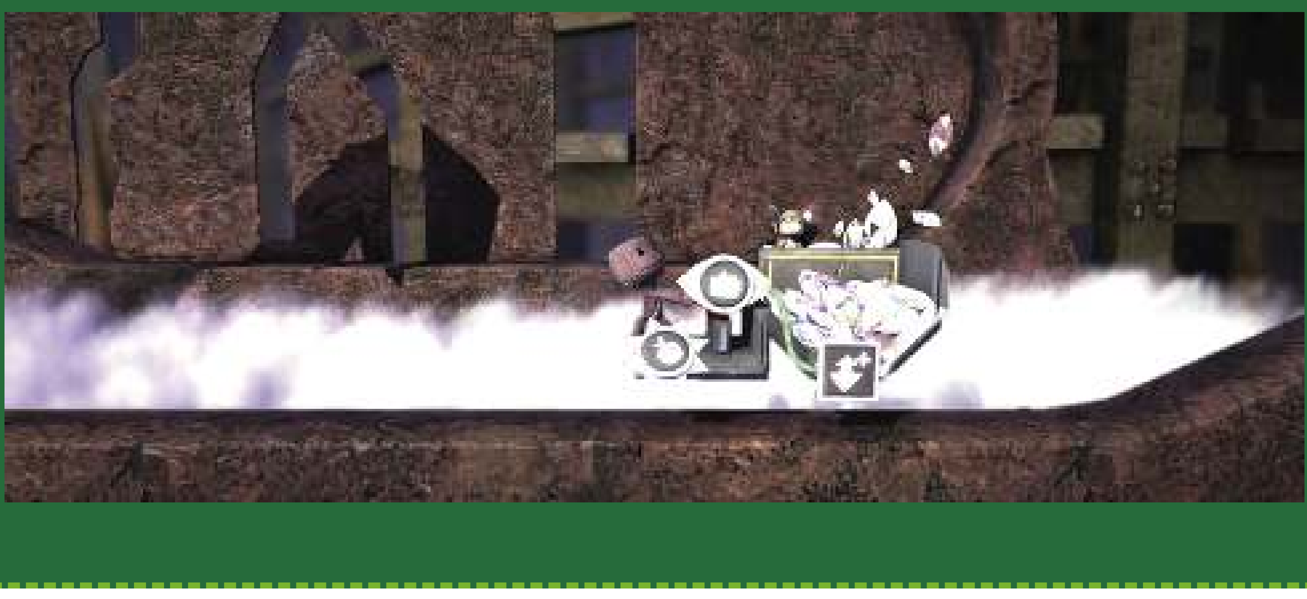


JUST WHAT MAKES THIS ADVANCED?

What is so different about the Advanced In/Out Mover in comparison to the original? What did it do to earn the plus symbol in the upper right? Well, quite a lot, actually. First off, it lets you define the frontmost and the backmost layer an attached object can transition between. It also offers two input options. One permits a standard On/Off trigger with advanced settings related to strength and speed. The other input allows for either a Positional trigger or control over the Directional Speed.

In this instance, the Input is set to Positional, allowing the connected object to slide forward to its most advanced position upon being triggered.

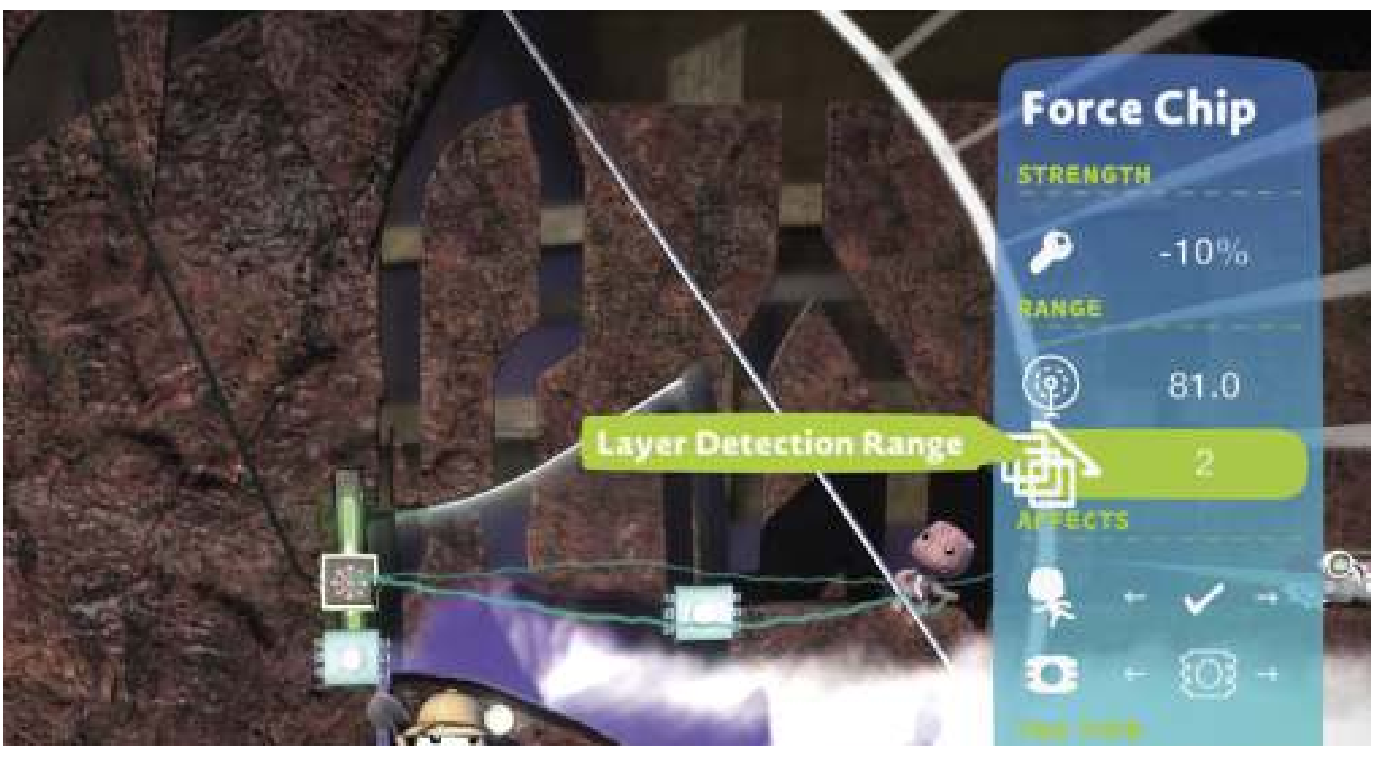


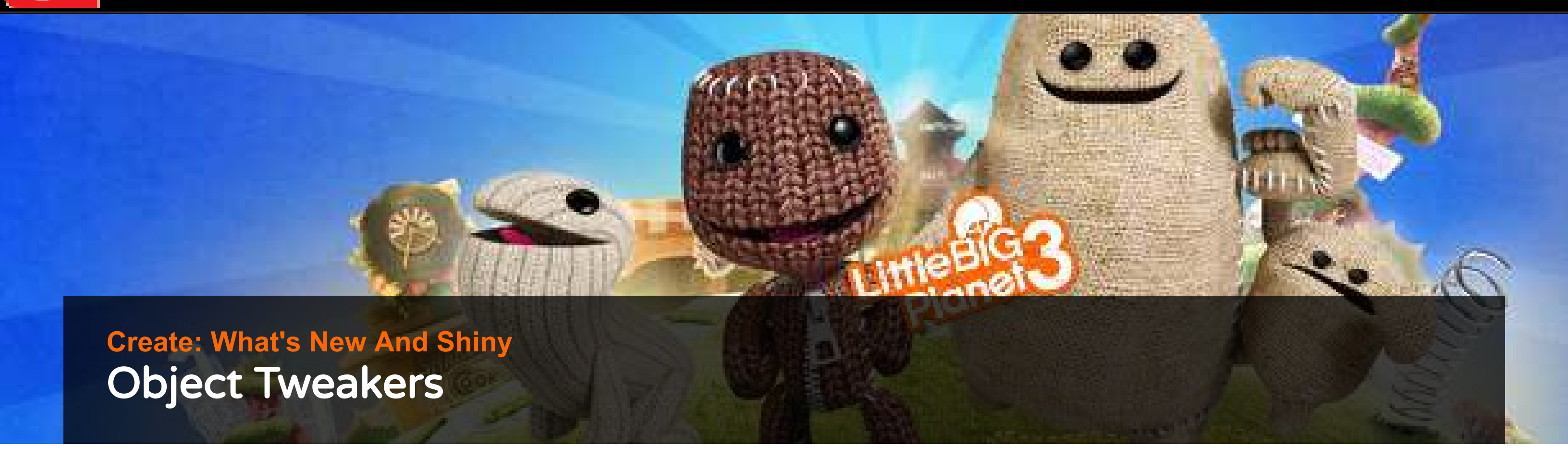


Force Chip

The Force Chip is a very, well...forceful item. It has the power to repel or attract. On the other side of the gas, a second miner is happy for your sack person to use the vacuum system they set up for gem extraction to start the trek back to the surface. To set this up, an Acrylic Tube is used as the start of the vacuum.

Pulling back the wall cover, a Force Chip is placed at the end of the tubing. Tweaking its strength to a negative setting changes it from a repelling force to an attracting one, drawing any sack being or object into its pull. To trigger this reaction, a button is placed within the chip's area of effect. The goal is to turn the chip on and keep it that way, so the button is attached to a Dissolve Sensor Tag trigger off-screen. Now, once the button is pushed, there is no stopping the Force Chip.





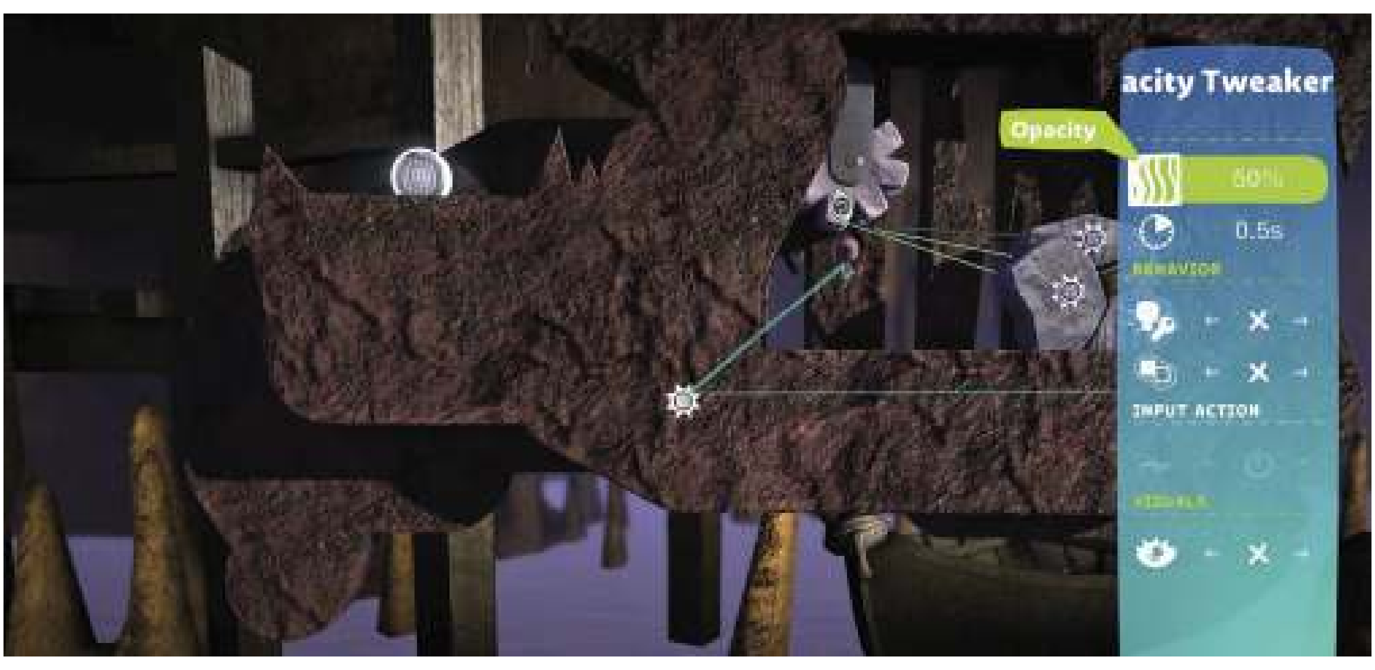
Object Tweakers

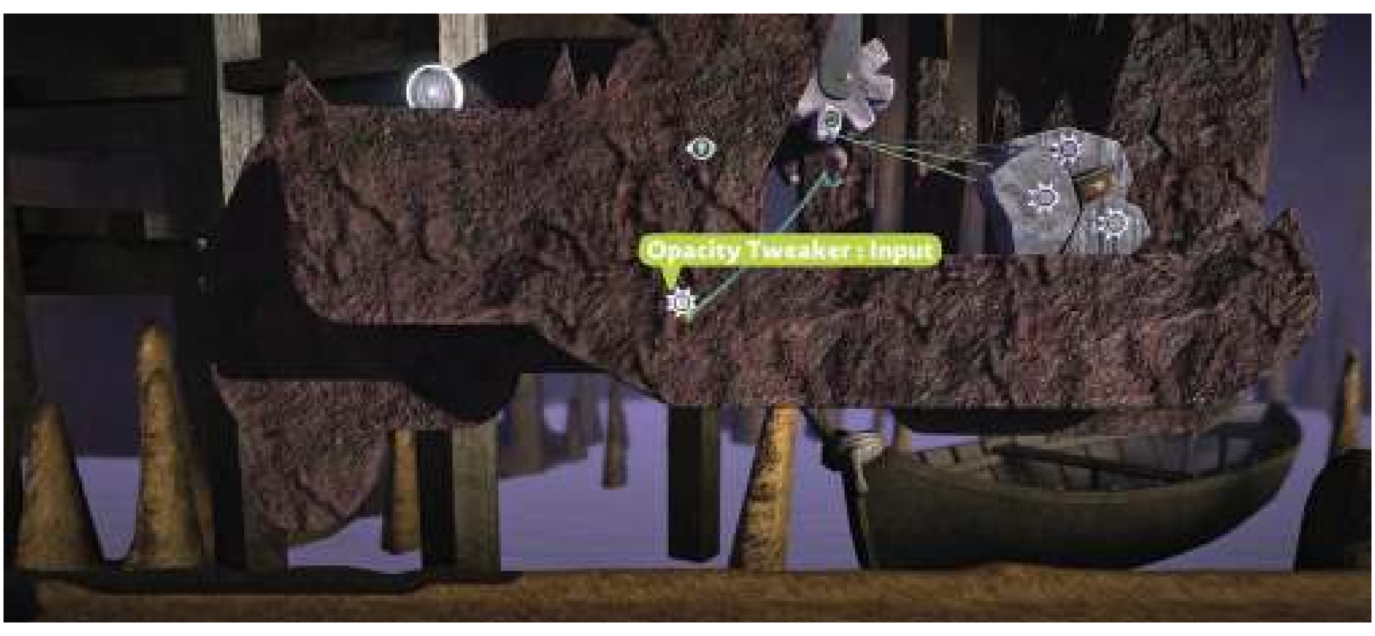
To change the properties of an object is to truly take command of the Craftverse. Head back to the beginning of this level to see just how useful these tools can be.

Opacity Tweaker

It is often the case that visibility gets in the way of design (like here, for example). This little section is fine, but wouldn't it be nice to see your sack person run through that first segment of cave, or to add a few stalagmites to the foreground? Well, you can do so with the Opacity Tweaker, the perfect tool for when you want something and also want to see through it.

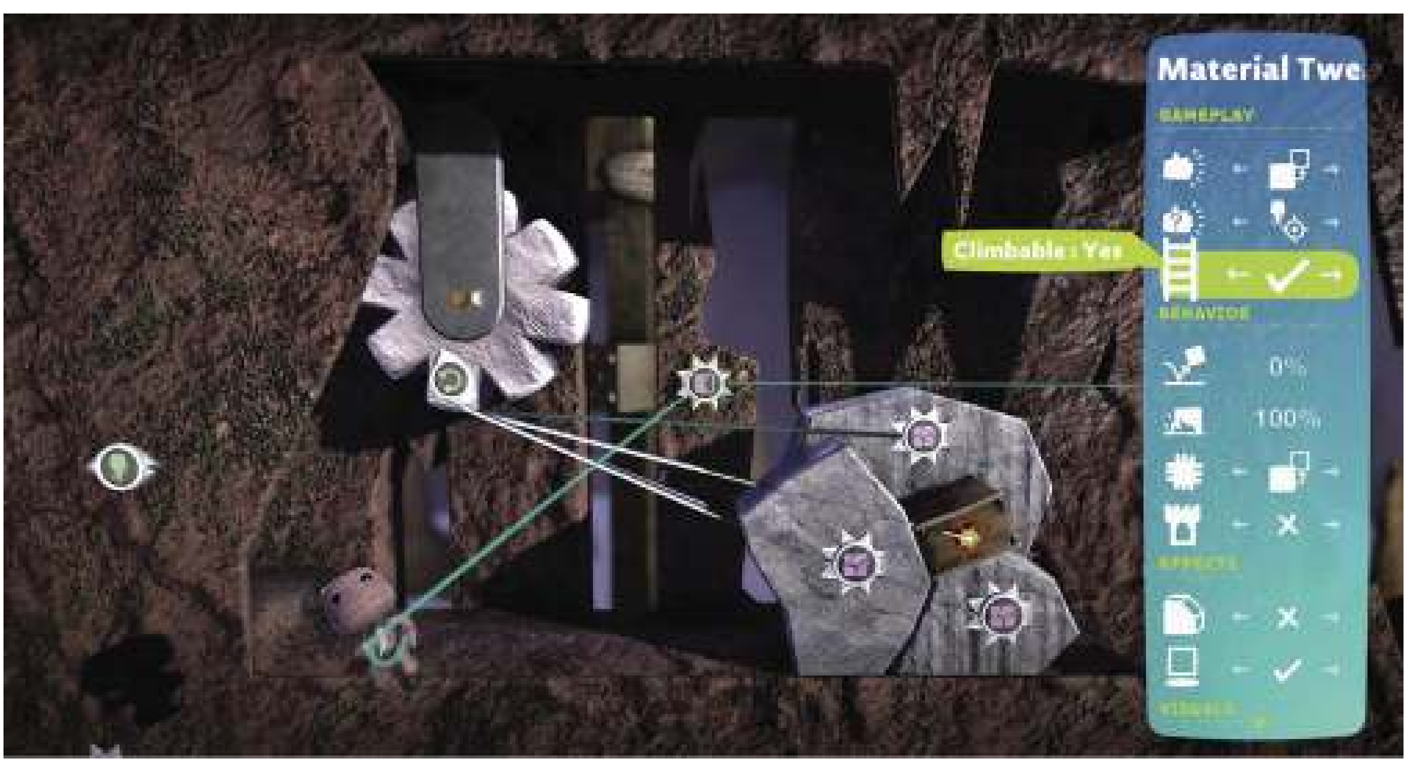
To refine this tool, use a Player Sensor to activate transparency only when it is needed to see the action behind the object.





Material Tweaker

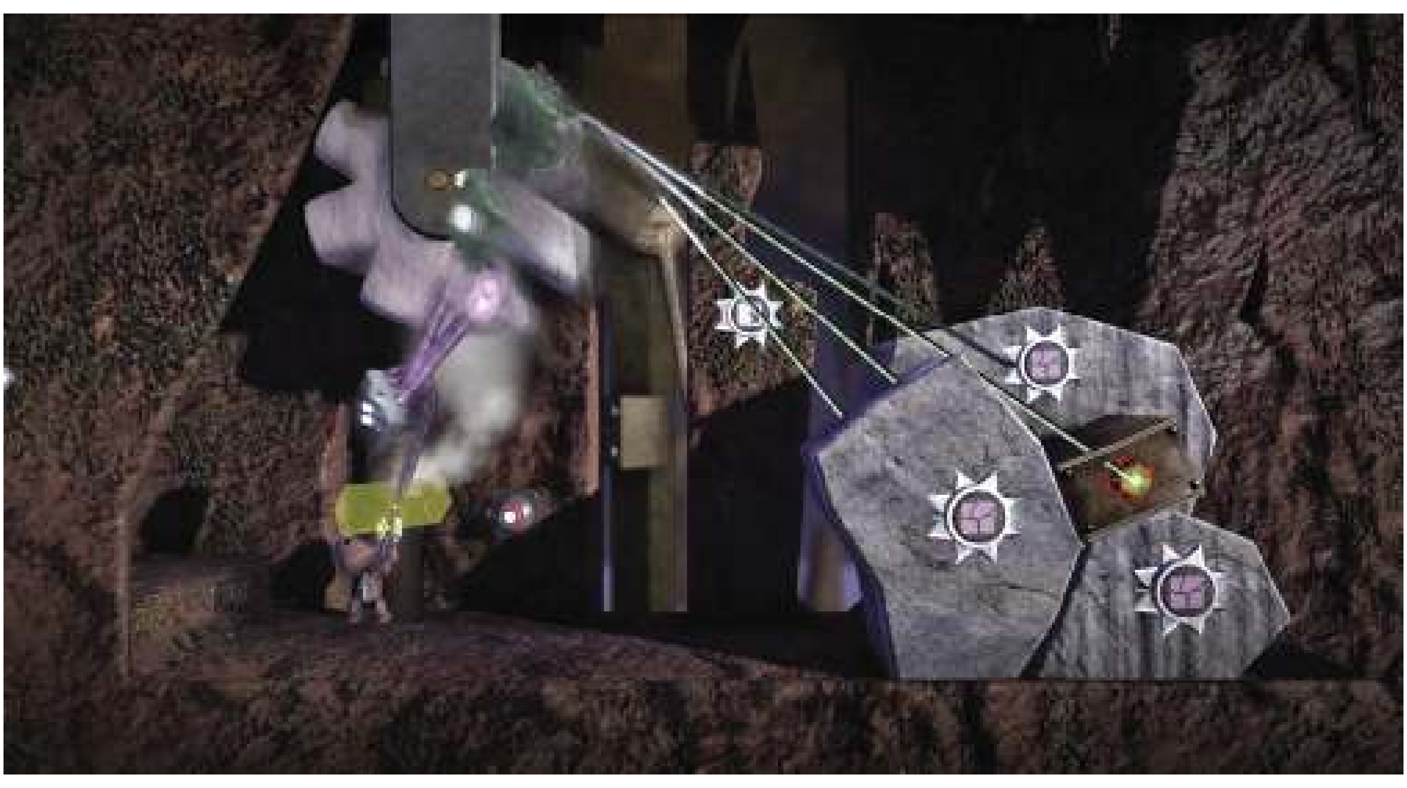
Sometimes, you find yourself in the position of having a specific material in mind for the aesthetics of a level, but that material does not have the property you are looking for (such as being climbable or grabbable). But worry not — the Material Tweaker is here to help! Place this able attachable to literally any material, and you have the power to make it behave like any other material.



For an Easter egg, the back wall of the entry cavern is now climbable, so your sack person can progress without using the explosives.

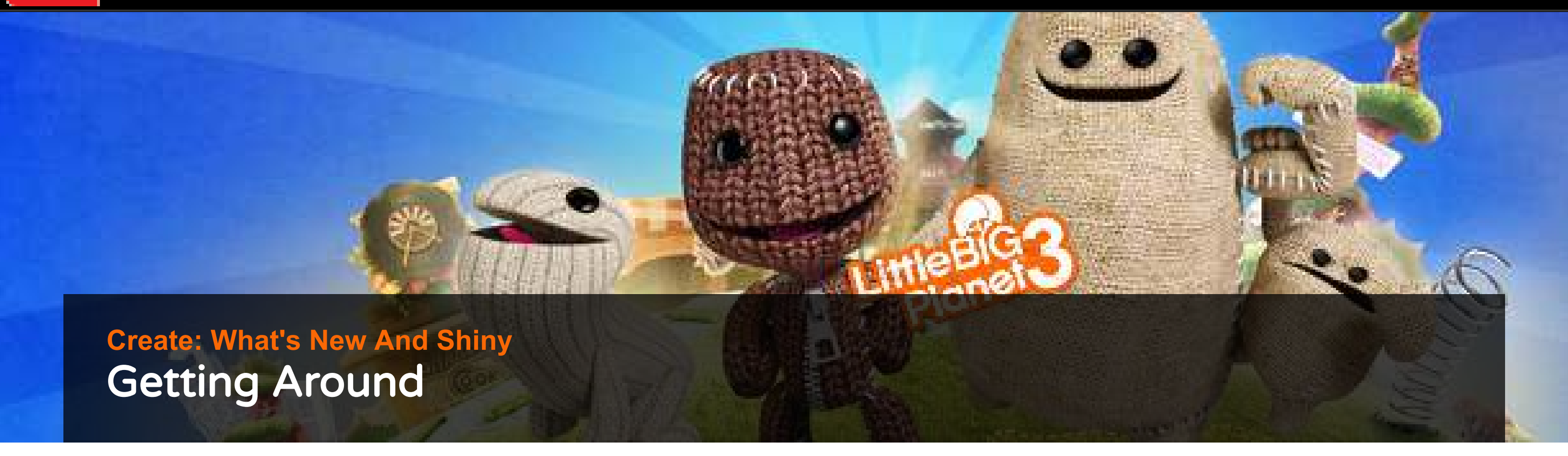
Shardinator

You have already seen the destructive power of the Shardinator. Once triggered, it turns whatever it is attached to into fractals. Give the trigger another blow to see that blast again.



STAYING TOGETHER!

A unique feature of the Shardinator is that all the segments of a shardinated material stay connected as the same object, despite acting as individual elements in gameplay.

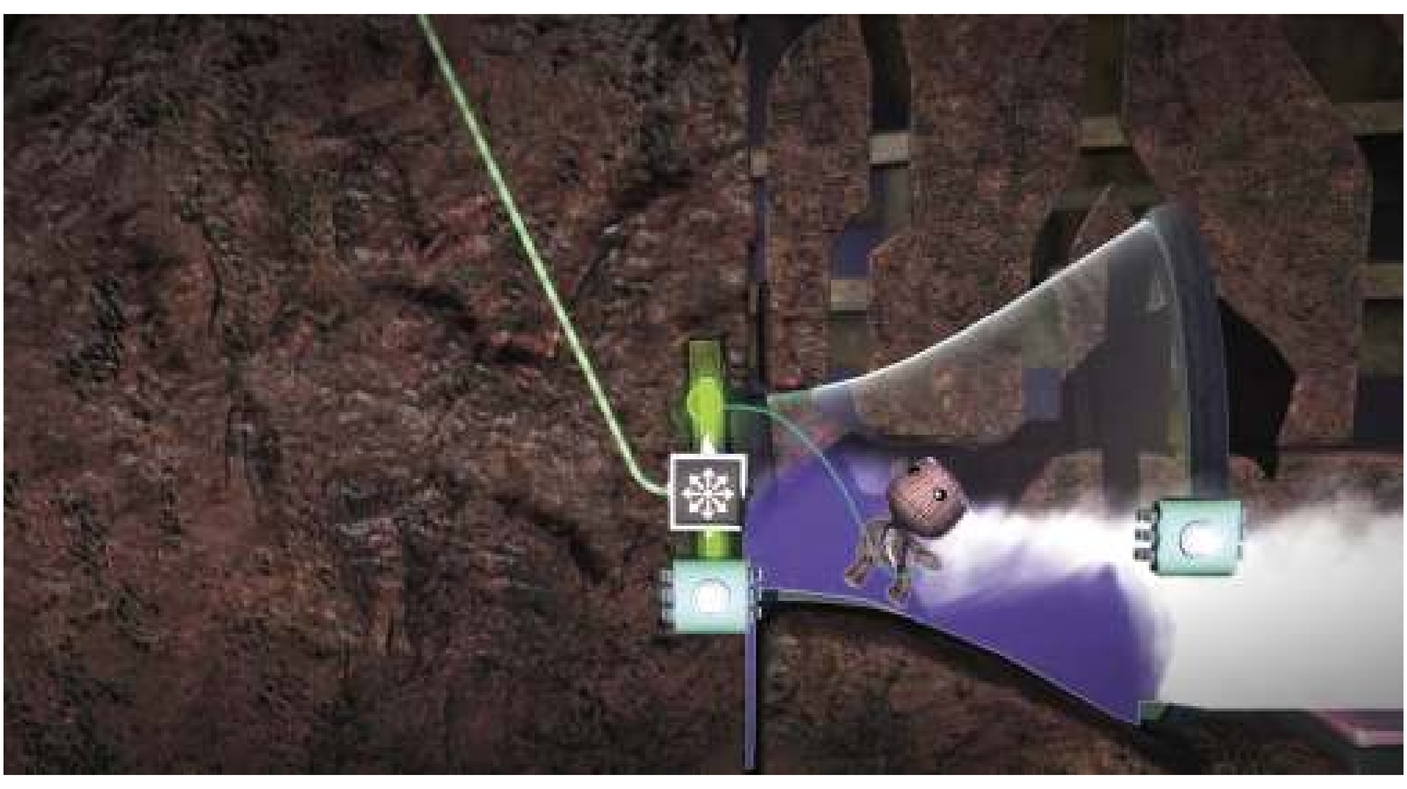


Getting Around

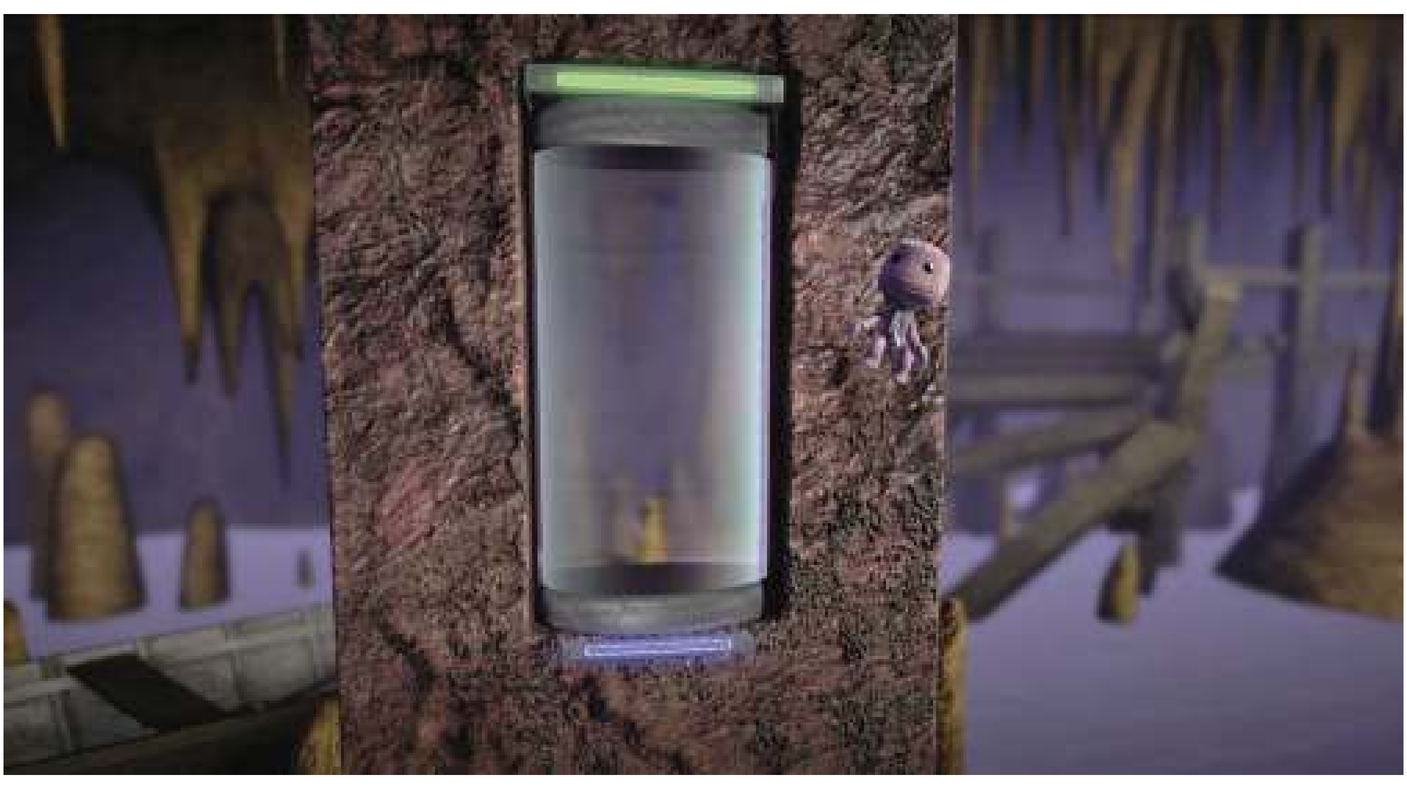
As awesome as it is to have 16 layers to jump around on, sack people often need a little help from the level itself to get from place to place. The Getting Around tools are here to help with precisely that.

Velociporter

Returning to the Force Chip vacuum, you can now see how your sack adventurer can move on into another segment of the cave. The Velociporter transports any character that enters it to a corresponding Velociporter placed anywhere else in the level. These transporters are color-coordinated, just like Sensors.

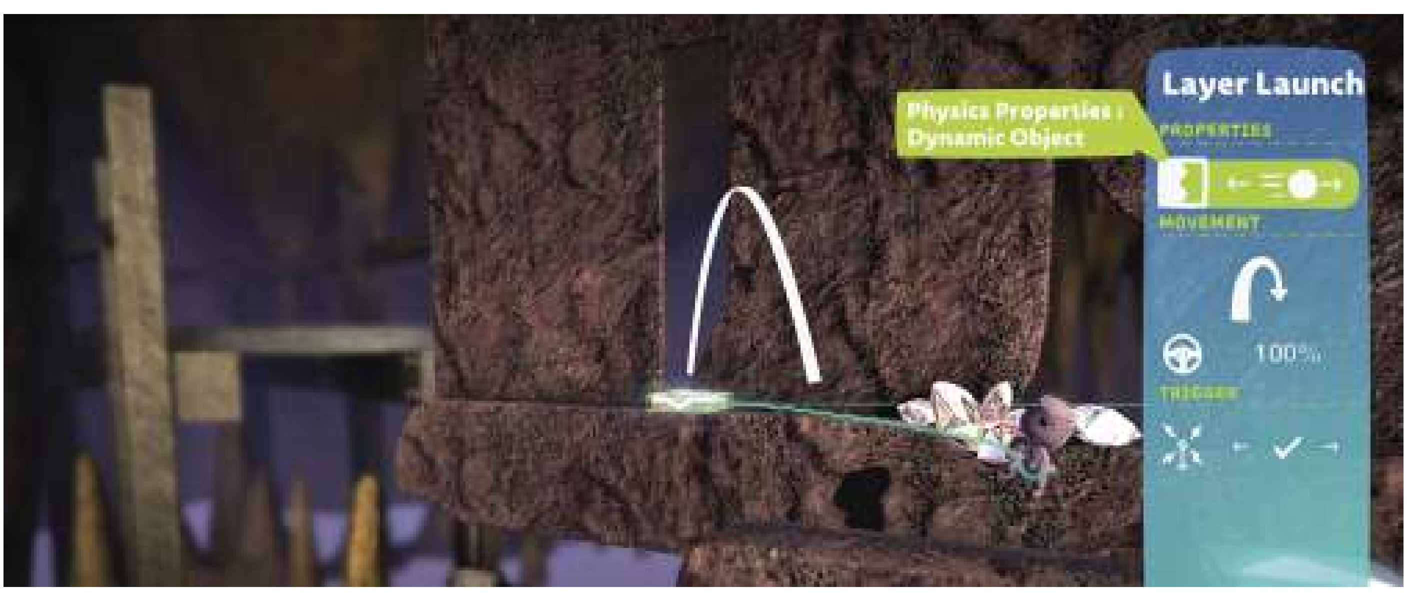


By placing segments of tubing in stone and putting corresponding Velociporters at either end, the illusion of traveling through a series of tubes is created before they drop your sack person out into a new cavern.



Layer Launcher

Much like the Bounce Pad, the Layer Launcher gives sack people a little boost, but these fine flingers can put you down almost anywhere on demand. Just pop open the Tweak menu to set the landing zone, and your next flight is ready for takeoff.

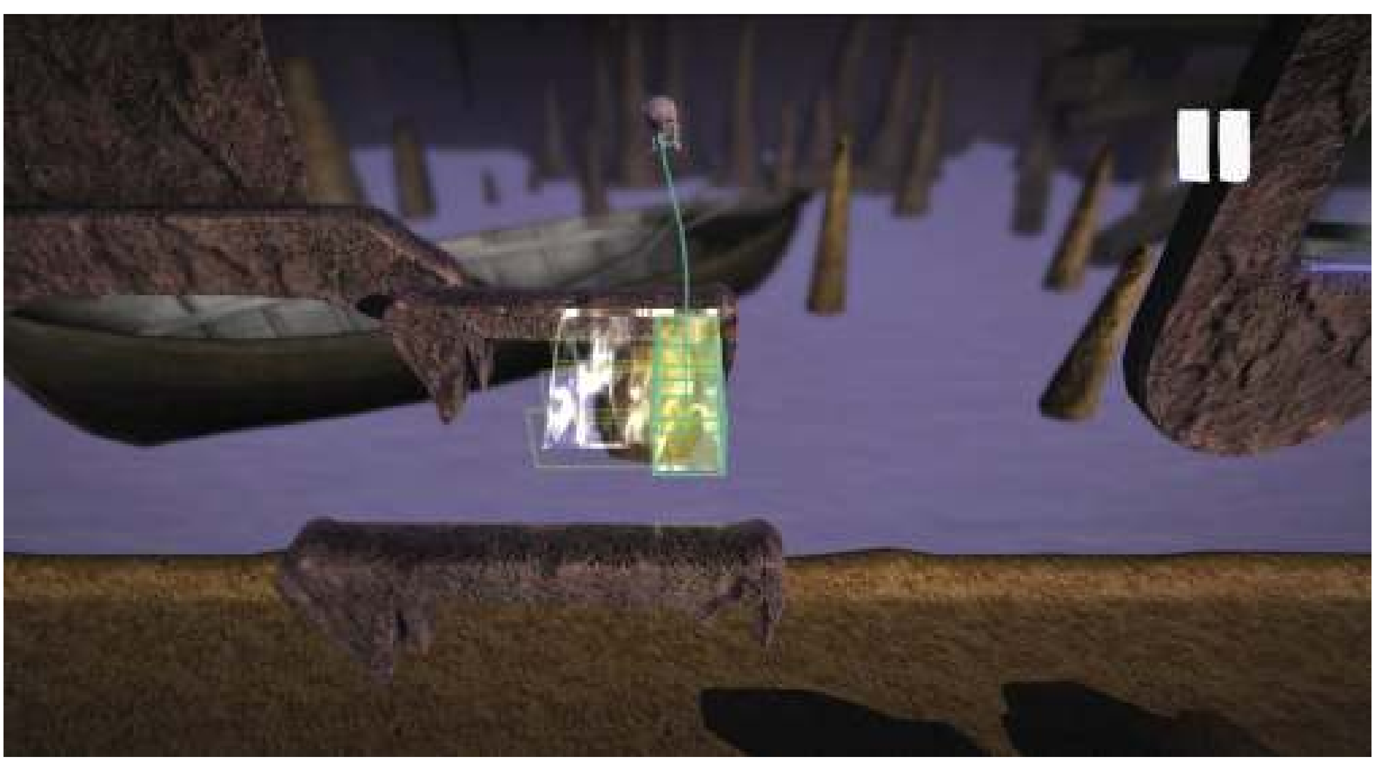


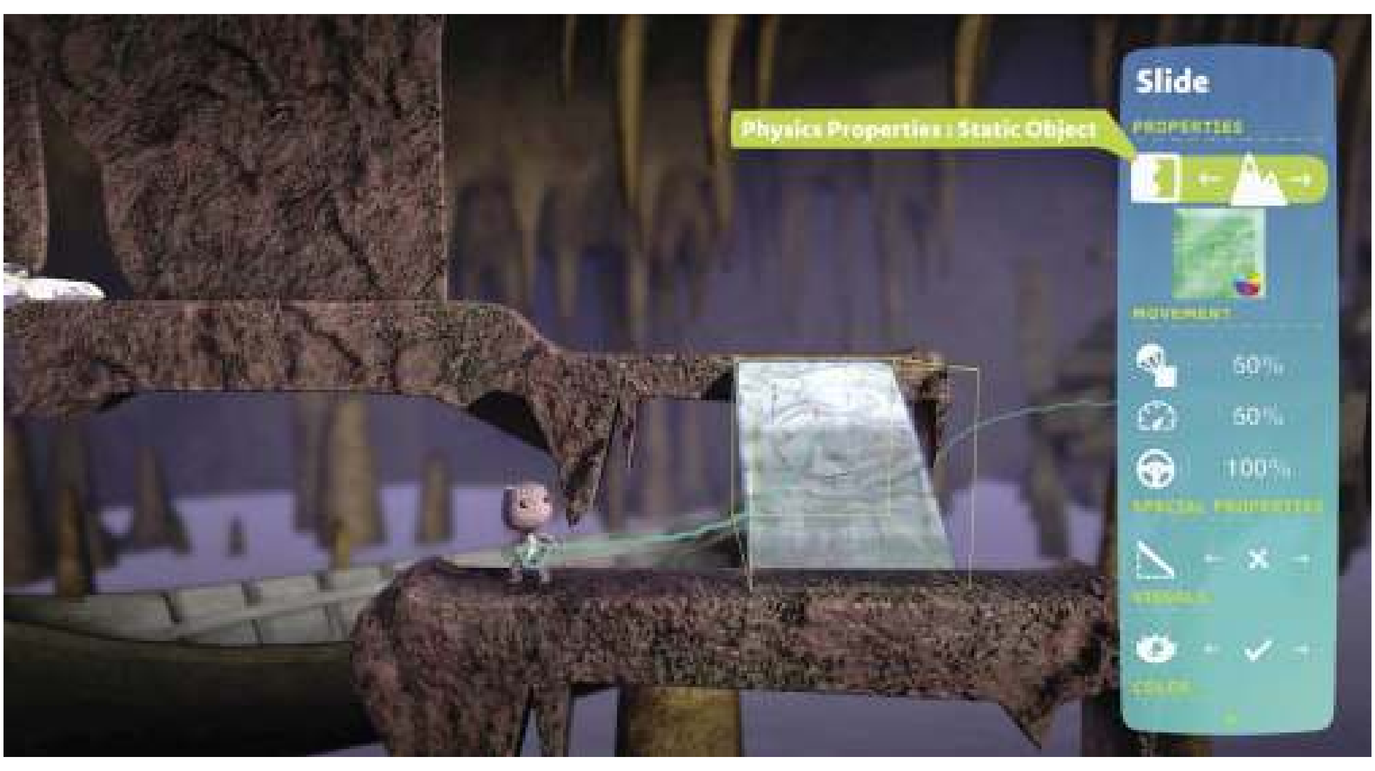
LET IT DRIFT

The Air Steering option in the Tweak menu sets the degree to which characters in motion have autonomy over their flight plan. 100% gives them as much pitch and yaw as with a jump. 0% places them down exactly where the Layer Launcher is set to. The best choice depends on the needs of the level.

Slide

As the "stylish way for characters to travel," slides do just what you expect them to: create a slide. Lay them down just like any other material, and the slide creates a diagonal plane from the backmost layer of the object to the frontmost, connecting one plane to another with slippery fun. Once down, the Tweak menu allows the slide to become any material.

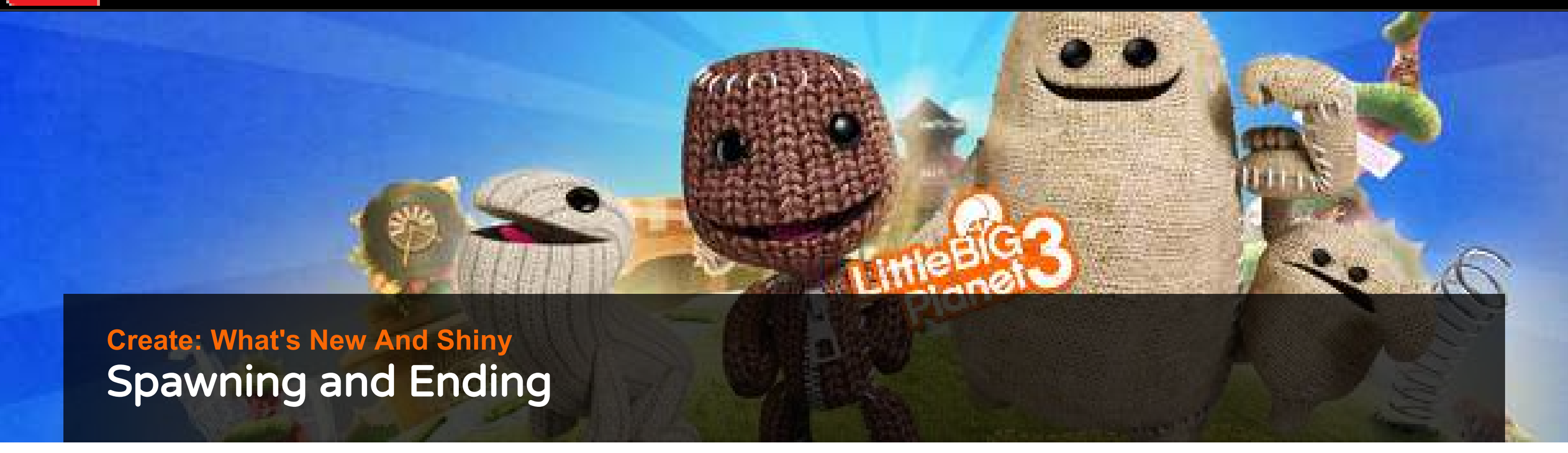




Character Teleporter

The first and last stop for any instantaneous traveling has to be the Character Teleporter. Its ability to snag players from anywhere and bring them to it is second to none. Plop down a Character Teleporter, and get ready to be anywhere instantly (so long as your definition of "anywhere" is limited to within the same level, exactly where you plopped down the Character Teleporter).

By placing a Character Sensor on the Throbbing Bubble effect and then connecting it to a Character Teleporter on a differently colored Throbbing Bubble in the new play area, a cool visual transition is created for the teleport. It also provides a good excuse to use the Throbbing



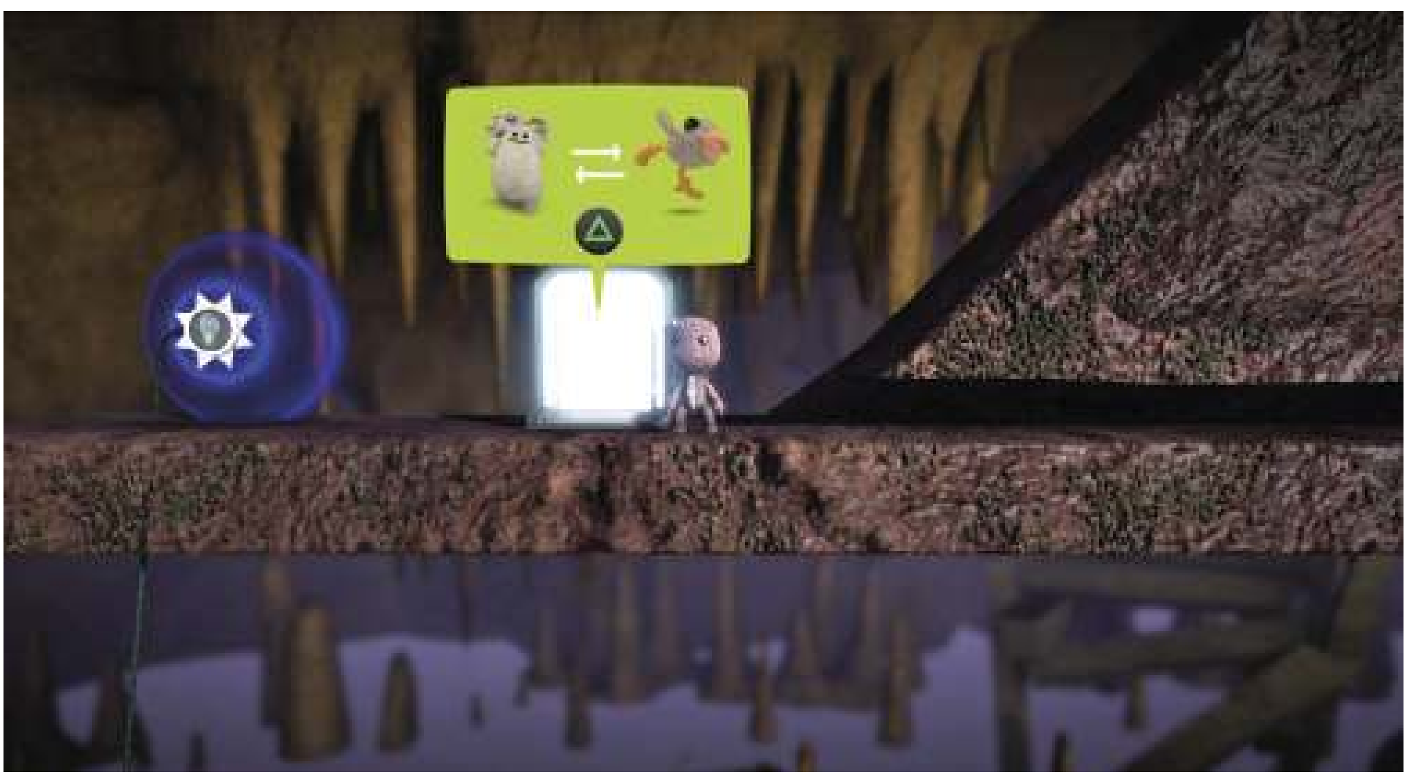
Create: What's New And Shiny

Spawning and Ending

Spawning & Ending makes it sound so official—so beginning and end. But this section of the Popit really does have much to do with all of the wonderful things in the middle. It looks like the last Teleporter has taken you somewhere to learn all about this.

Character Changer

They say it takes a village to raise a child, and in *LittleBigPlanet 3*, it often takes more than one kind of adventurer to finish a level. That's where this doodad comes in. Plant it down to give players the ability to swap in Swoop, Toggle, or Oddsock, or swap back to their sack person. You can even use it to let you *toggle* between two character types, like in this example with Toggle and Swoop.

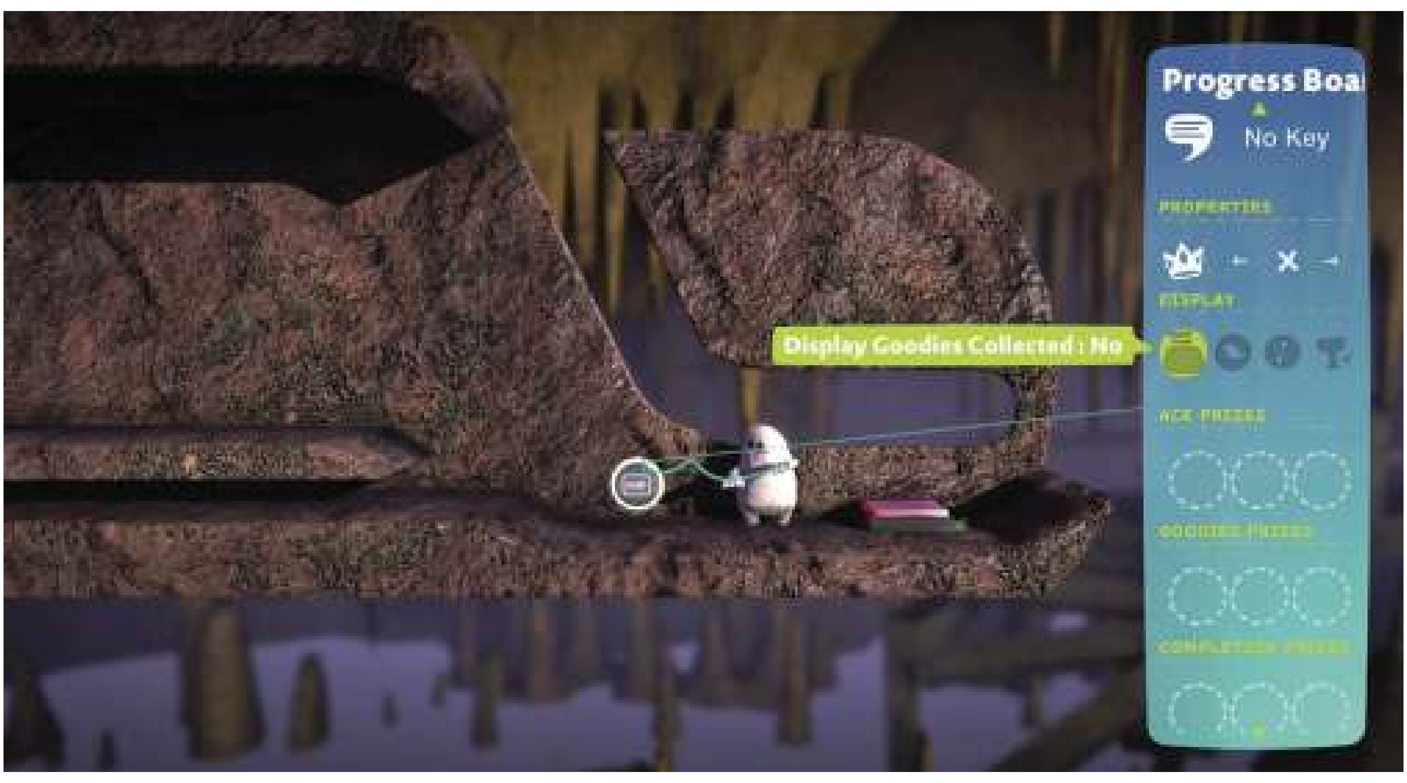


The Character Teleporter has taken you to a place from which no sack person could escape. Fortunately, it seems like a trivial matter to fly out or shrink down and squeeze through.

Progress Board

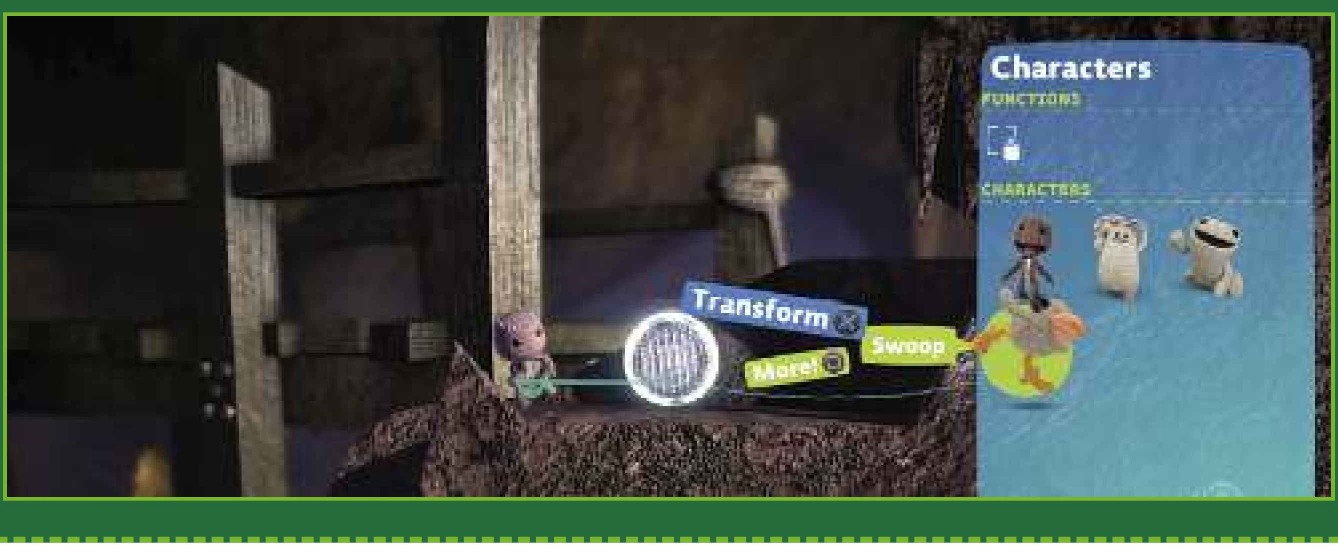
It might seem like just a less bulky Scoreboard, and it is in fact that, but the Progress Board can do a few things that the big old Scoreboard cannot: namely, show your progress.

Slap one of these into your levels when you want to end it or link to another level without all the pomp traditionally associated with level endings. Or, use it as shown here to give players an idea midway through of how they are doing by showing their progress on all level completion criteria.


Display Goodies Collected : No

BE WHO YOU WANNA BE

In addition to the new tools, the Tweak menu of the entrance has also been expanded to define which character is spawned at the start of the level.



LittleBIGPlanet3

Create: What's New And Shiny

Points and Prizes

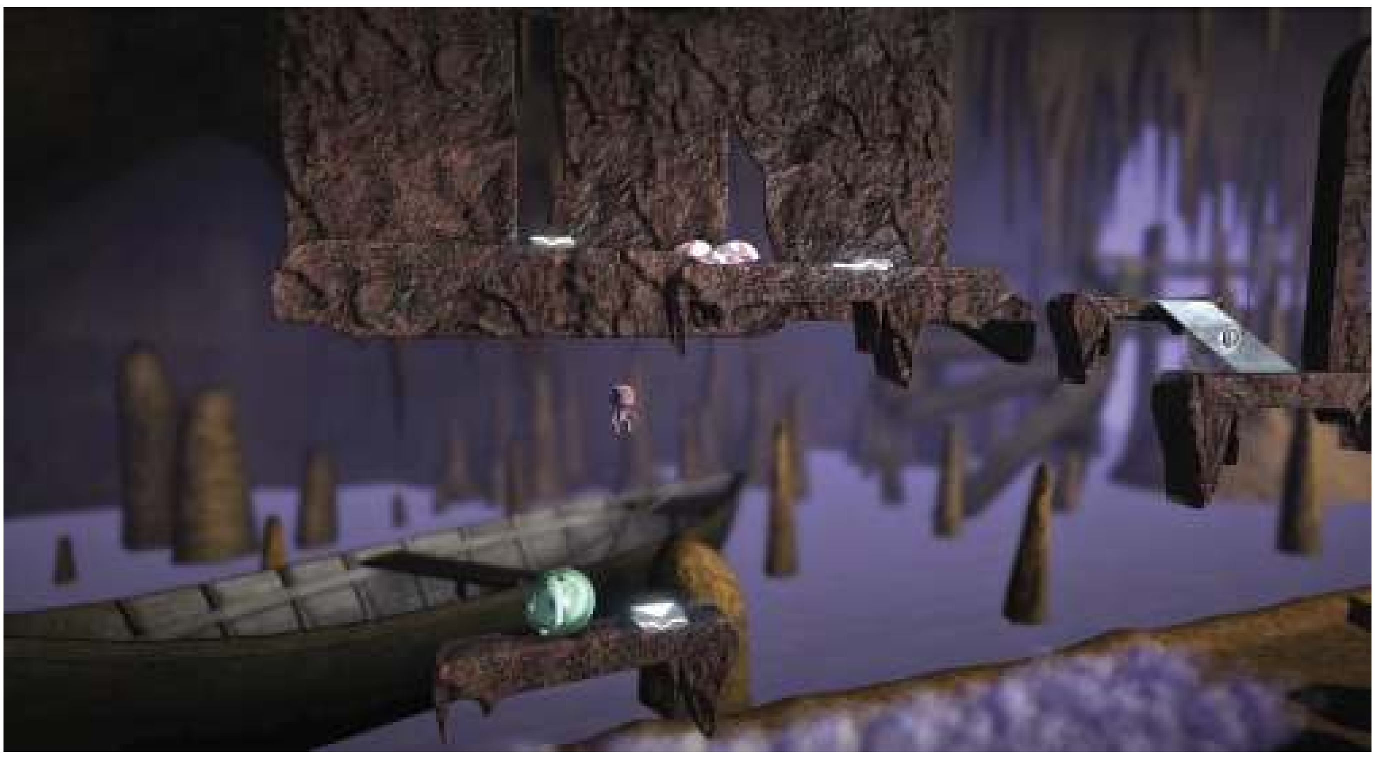
Now it's time to get to the core of what pushes so many so deep into an adventure—the points! The novel additions below can push players to not just enjoy your levels, but strive to master them.

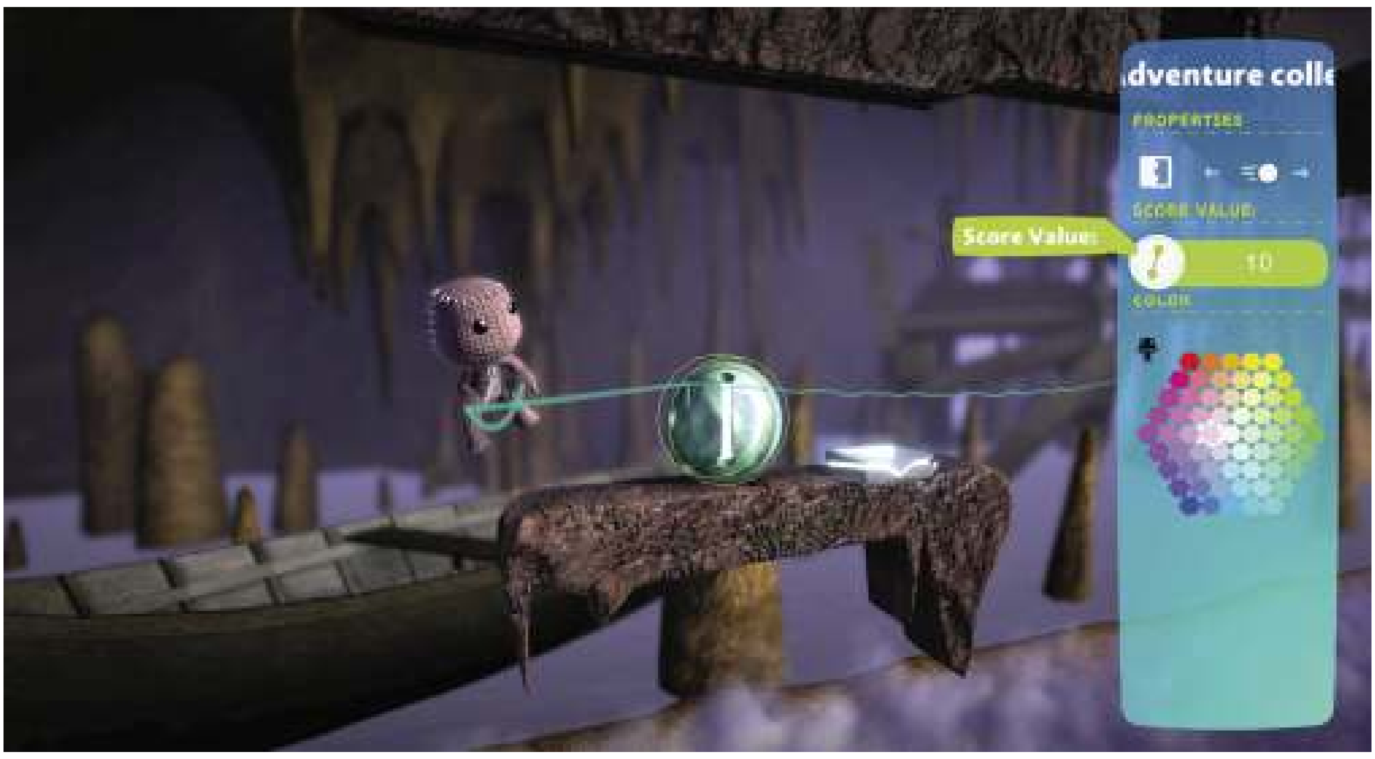
Collectabell

As you know, Collectabells are the new collectibles that everyone must have. The old expression "you can't take it with you" no longer applies. Collectabells can only be acquired once, but once you have one, it is yours forever. These are special gifts, so as you place them in your levels, be conservative and make them challenging.

Look back at the Layer Launchers, which were set to give sack people full Air Steering. There is a second set of platforms just below the visible range for the adventuresome who don't mind a spill or two in poisonous gas to uncover secrets. This is the perfect home for a Collectabell!

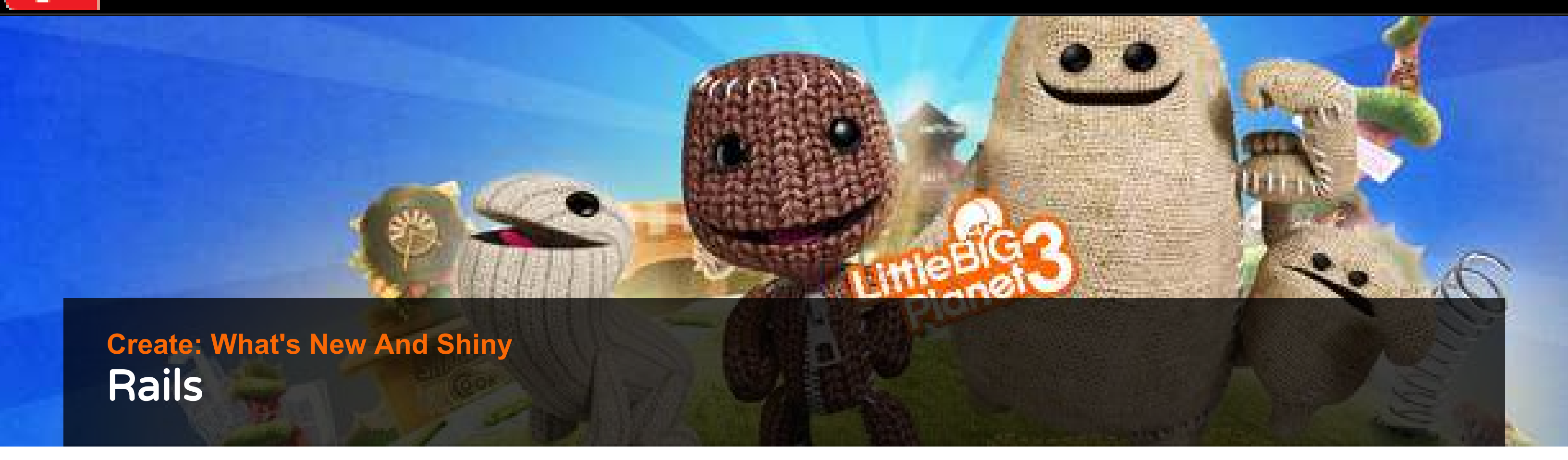
Collectabells also allow you to adjust their value and color, so reward appropriately, and color thematically.





Shop Stall

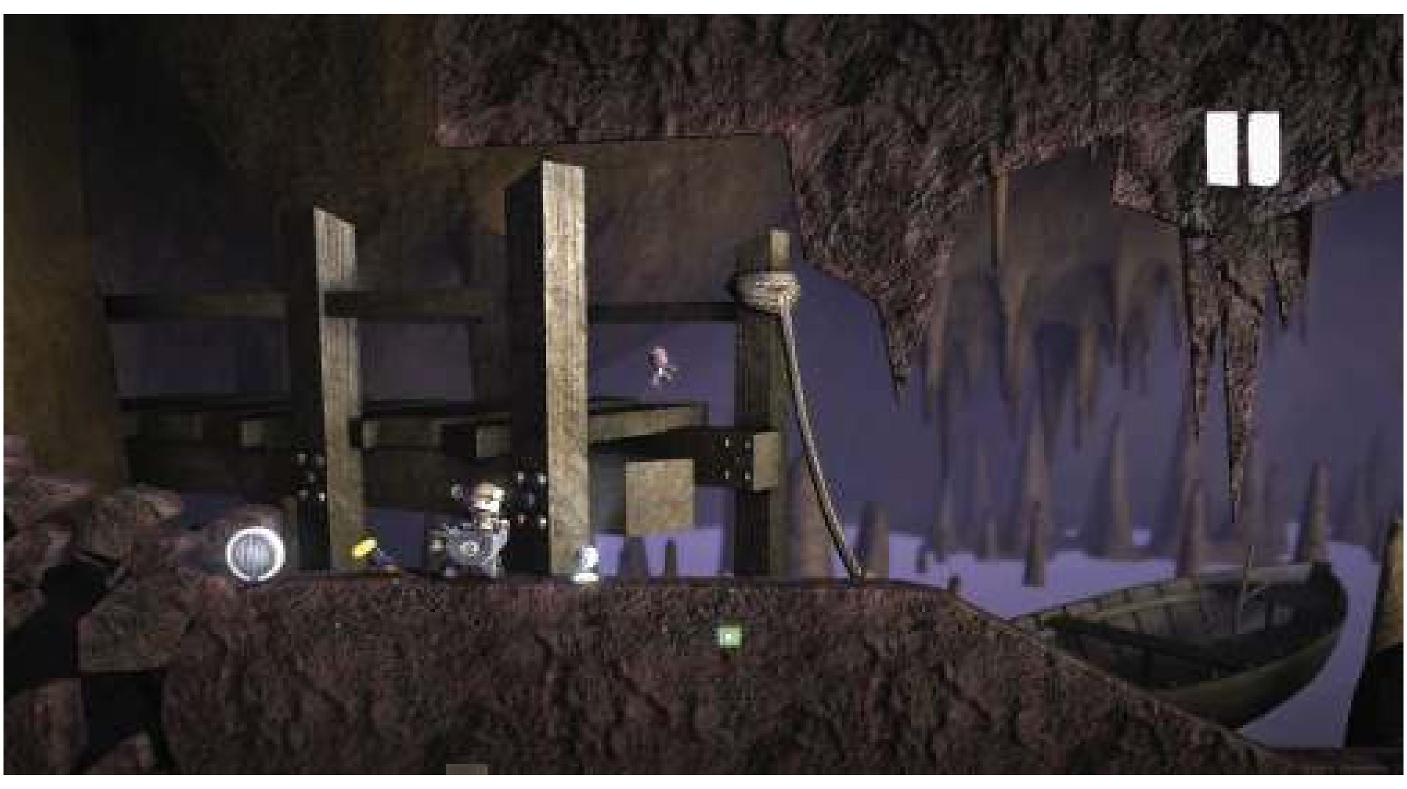
The Shop Stall is named a little deceptively. It is not selling you anything, nor does it itself hold any goods. It is, however, a great tool that has a lot of uses. It tracks your score (in either Score Bubbles or Collectabells) and activates like a Sensor when a character in your levels meets the threshold.



Rails

Who can deny the allure of a rail? From the mystique of the monorail to the adrenaline of a rollercoaster, these fine tools dappled throughout the Popit help sack people and objects alike travel in style.

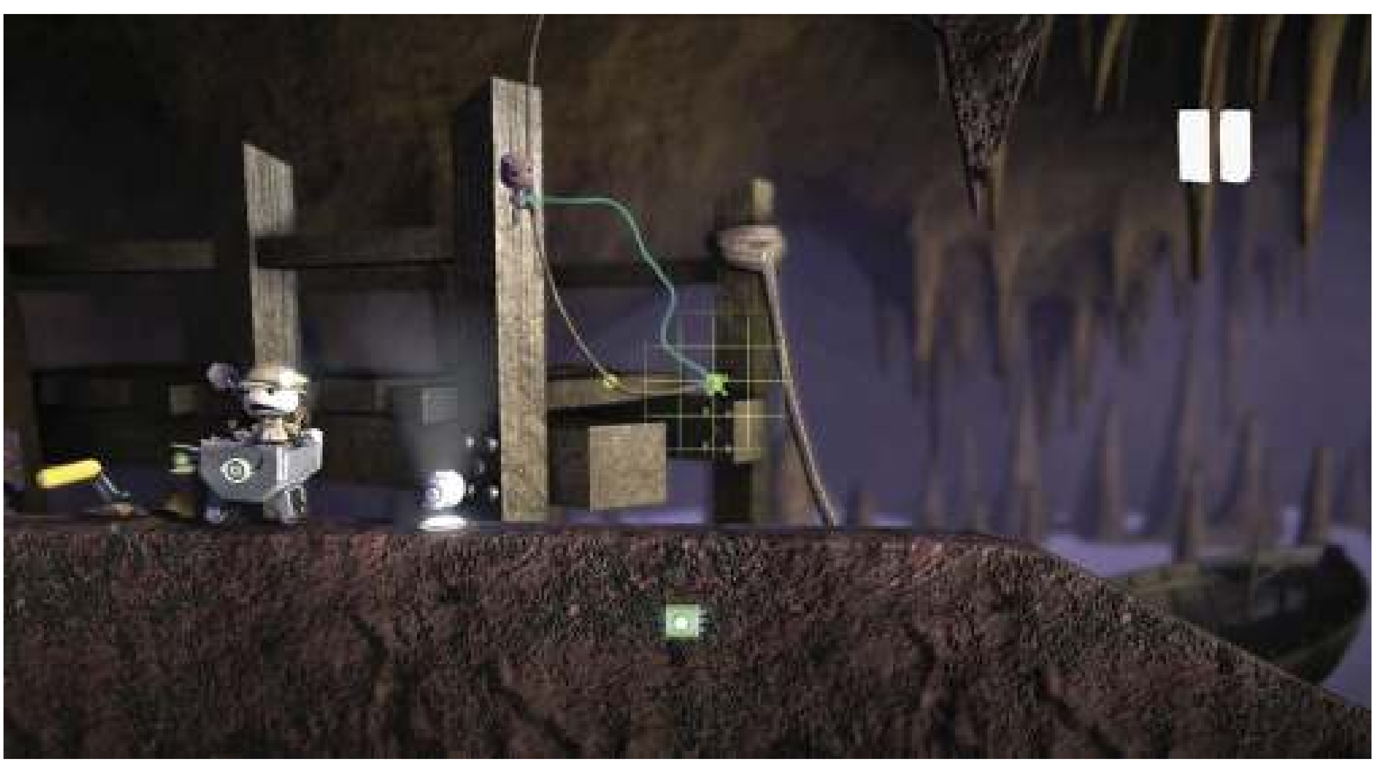
In this little tutorial, the secret passage has led to a runaway mine cart. Your sack person must keep up if there is to be any hope of saving the wayward spelunker.

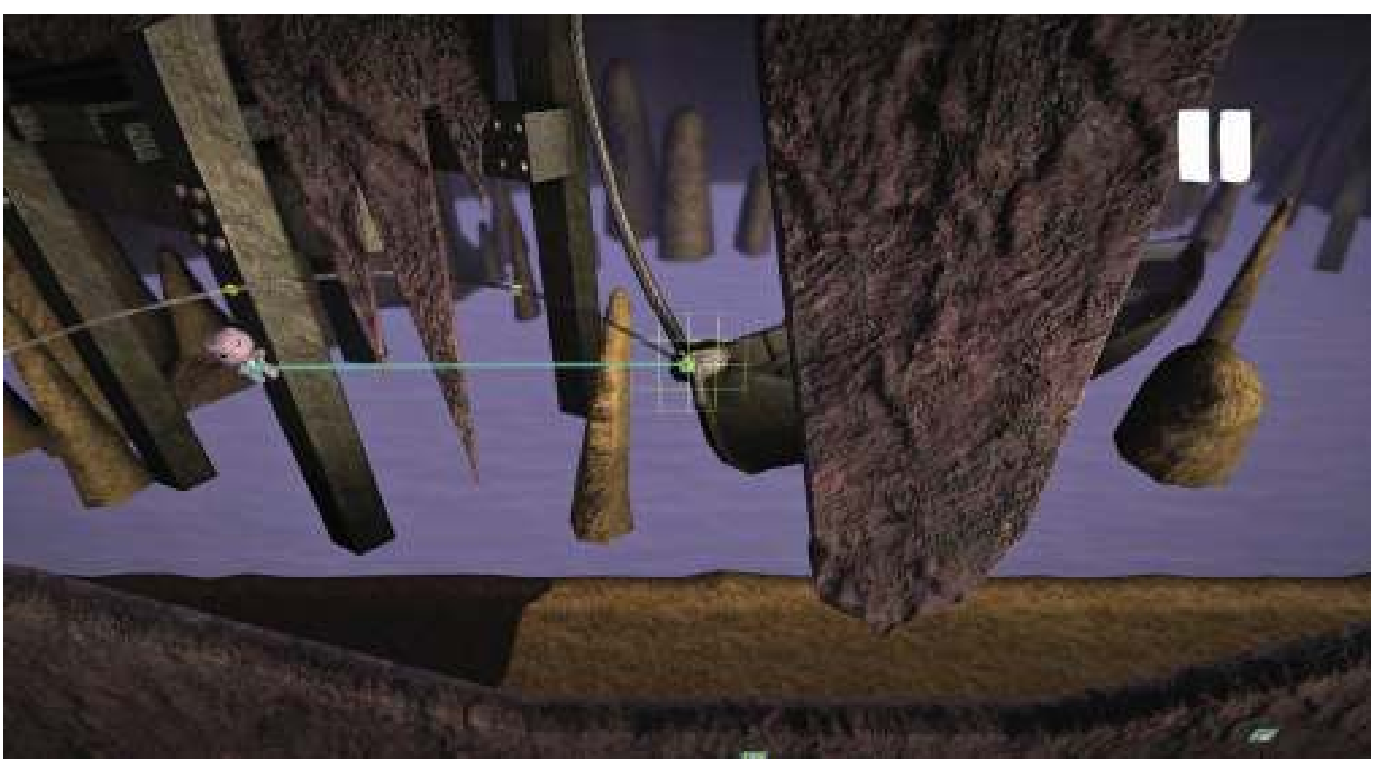


Bendy Rail

The Bendy Rail is the only rail by which the discerning sack folk get around. Find it in the Connectors segment of your Tools bag, and tap ✕ to plant down the first segment. Move along, tracing the path of the cart. Each tap of the ✕ button plants a pivot point from which you can bendthe Bendy Rail. L1 and L2 function much as they do when working with materials, toggling the end point of the rail between layers. Try moving the rail up and down a little, and possibly even navigate it around some obstacles. Use ○ to complete a track segment.

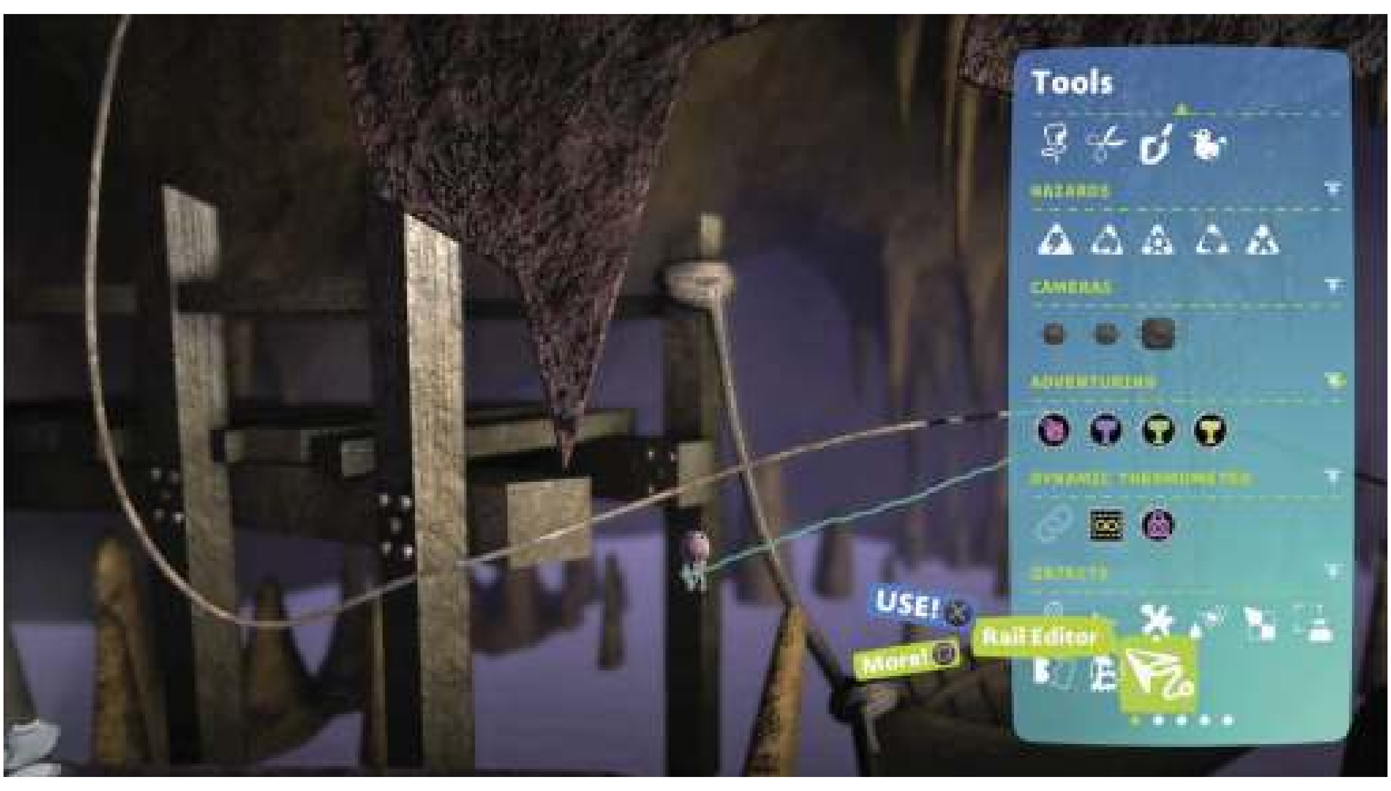
Remember, you can control the type of traffic you want to manage from the Tweak menu. Any rail can be made to support the Hook Hat, Rail Hook, both, or neither.





Rail Editor

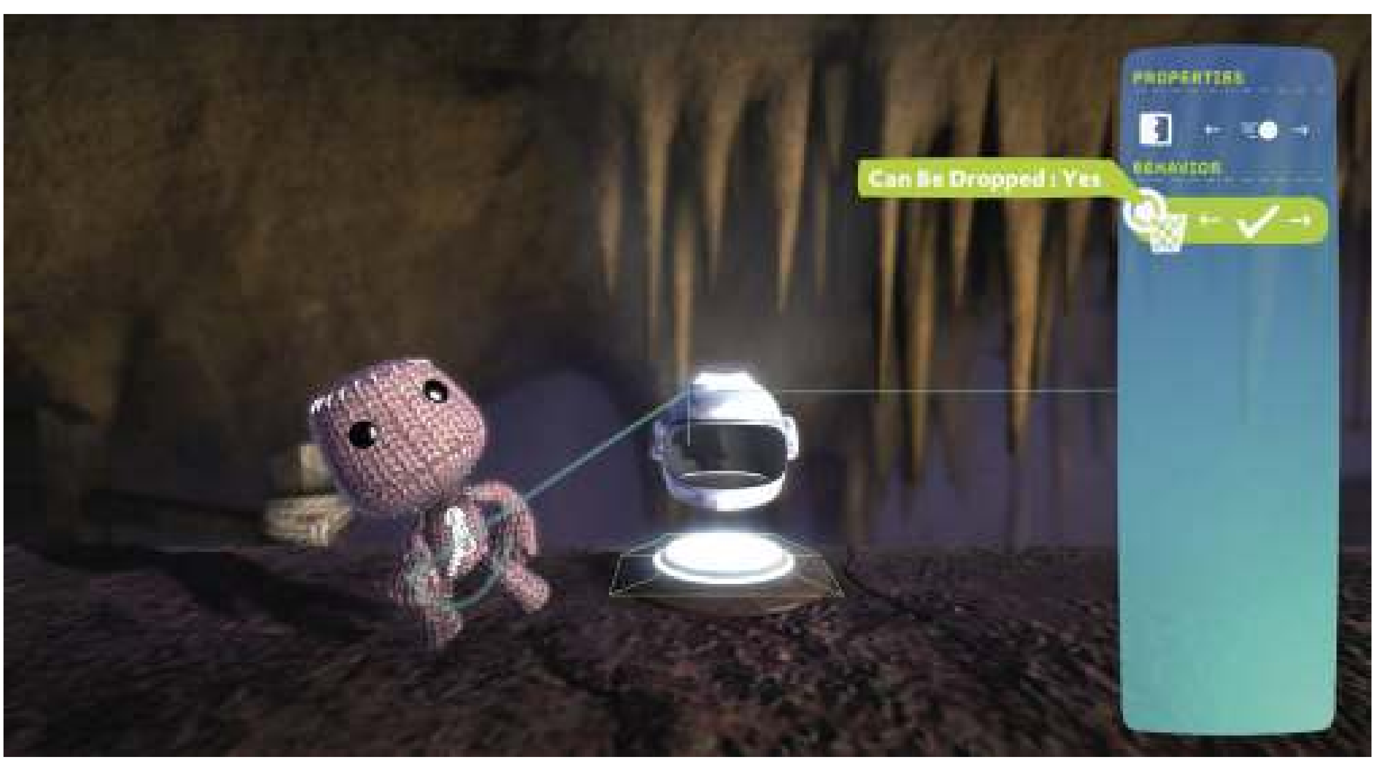
Much like the Corner Editor, the Rail Editor allows you to go back into a previously laid rail and refine its shape and path. Try using it to add a few more layer changes to your rail. The controls are the similar to the Bendy Rail, but here, you can also use R1 and R2 to skip between pivot points.



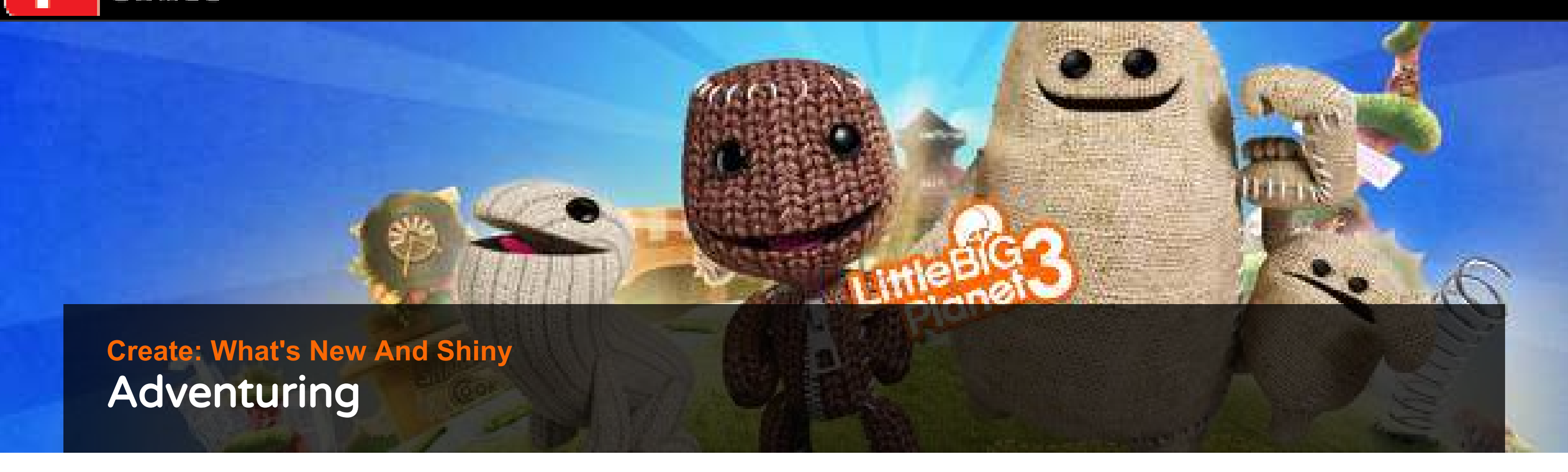
Hook Hat

You can find the Hook Hat with the rest of your power-ups. This fashionable helmet looks good anywhere, from outer space to this deep mine. Placing the power-up on the path grants any sack person passing through access to the Hook Hat just by stepping over it as in the main game. It also provides a good visual cue to let players know what to do with the rail.

Hook Hats have a simple Tweak menu that allows you to make them Static or Dynamic objects, as well as the option to give sack people in your level the ability to drop the item or force its inclusion after pickup.



Can Be Dropped : Yes



Create: What's New And Shiny

Adventuring

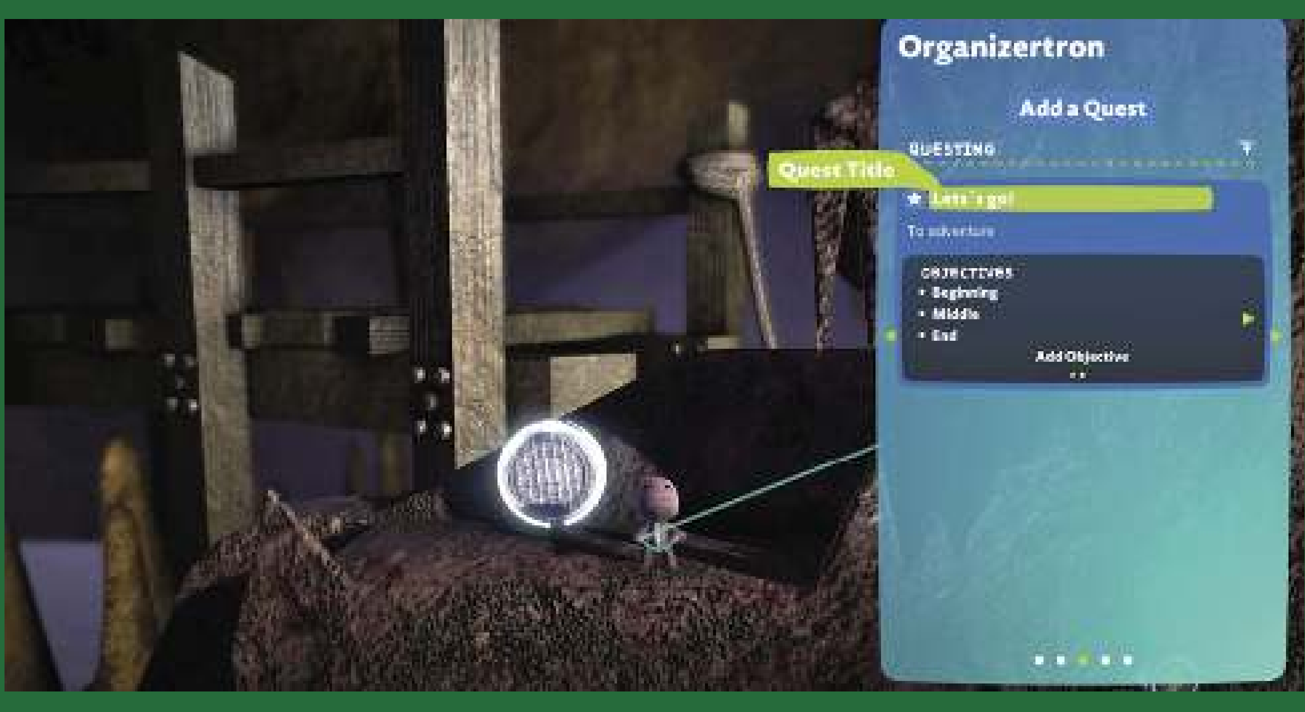
Why only go from point A to point B when there are so many delightful letters in the alphabet? The apparatuses in the Adventuring section of the Tools bag help with precisely that. With their assistance you can guide questing sack folks to exotic locations like point Q, or even the remote and stunning point Z.

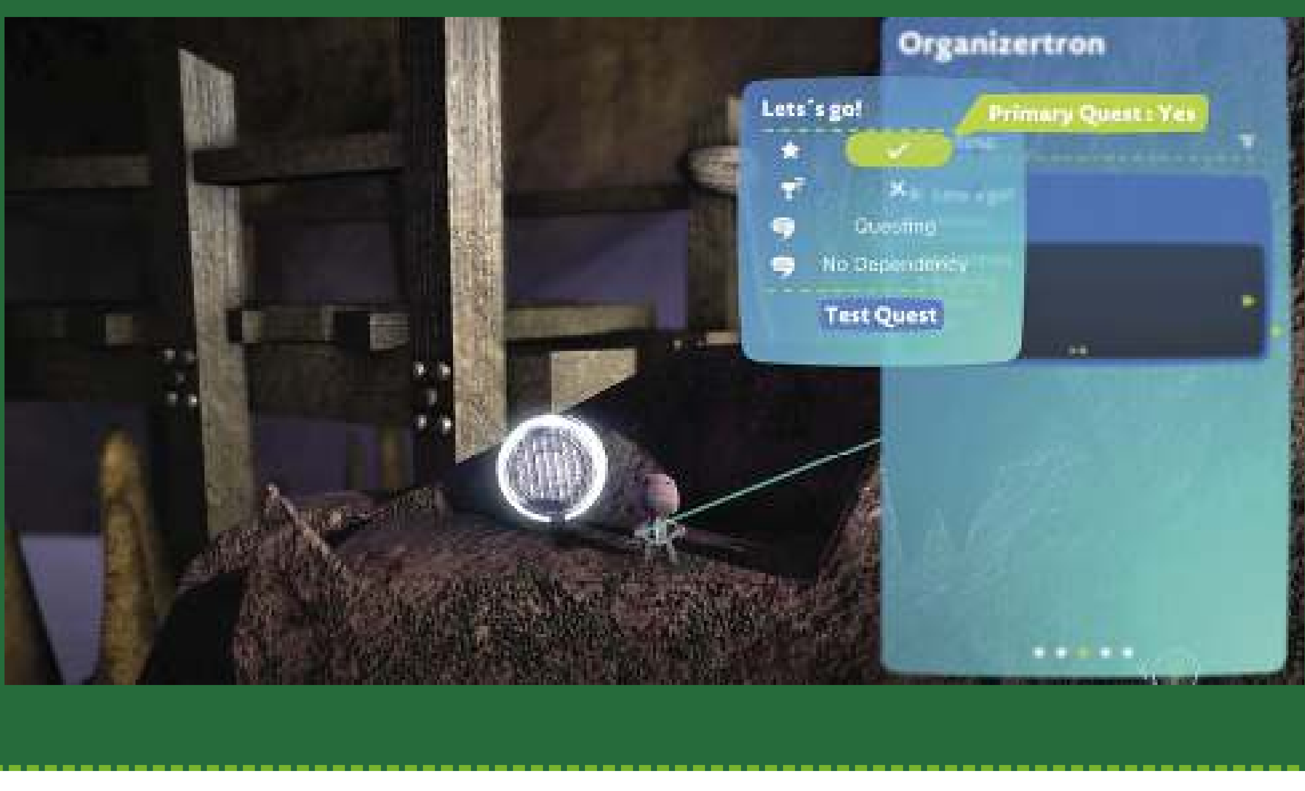
ONE NEEDS A QUEST TO GO ON AN ADVENTURE

All the tools in the Adventuring category rely on the existence of a quest to go adventuring on. If you have not used the Global Stuff menu to create your first quest, do so now.

Enter Global Stuff in the Popit, and head to the new Organizertron section. Here, you can Add a Quest. The excitement abounds — just what is to be your very first adventure? Once a quest is added, you can update its title and description, add a variety of objectives, and add some custom prizes or dependencies — not to mention test it out. Try some experimentation with the settings to get your quest just the way you want it.

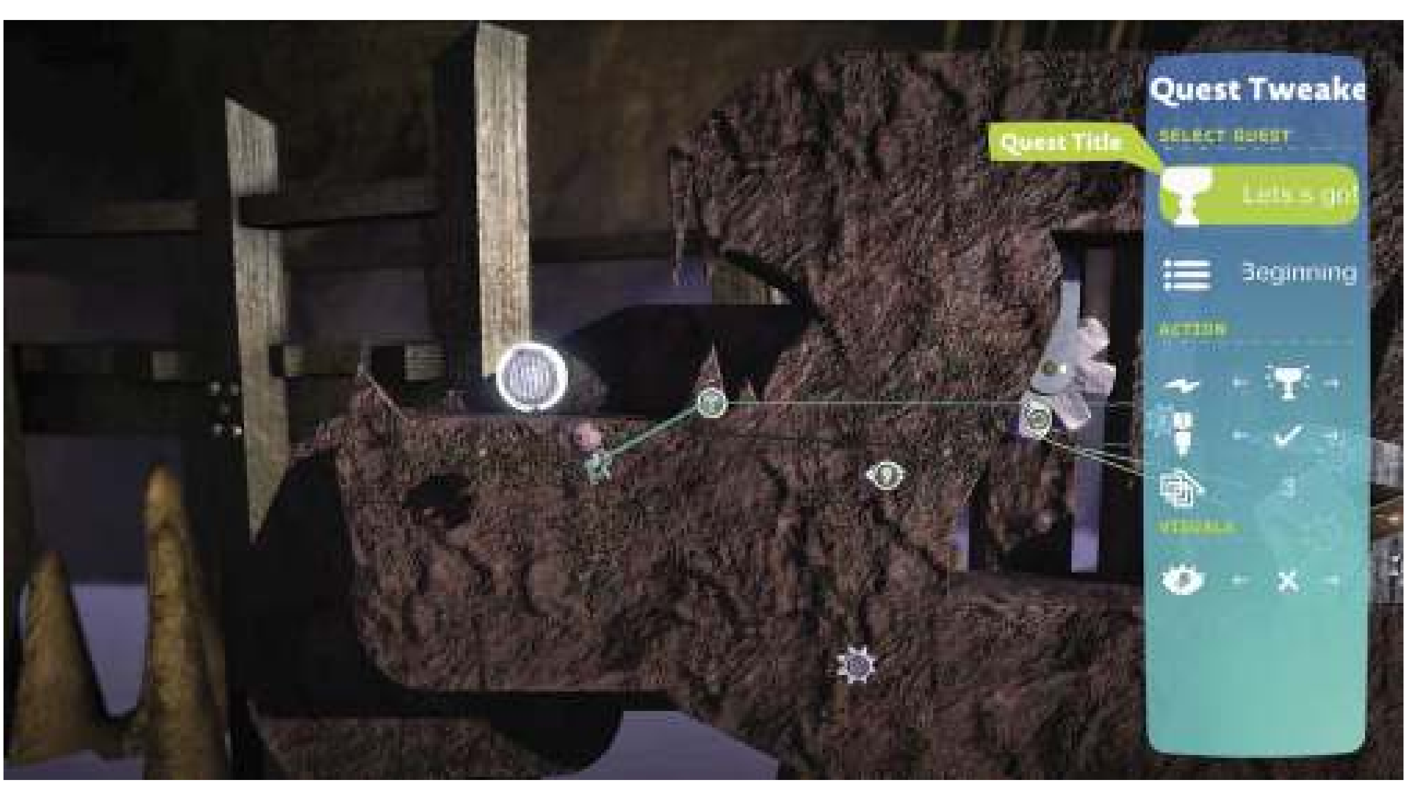
Whether you have an epic path all planned out or just want to test the tools, go ahead and get at least one quest at the ready before heading back to the Tools bag.



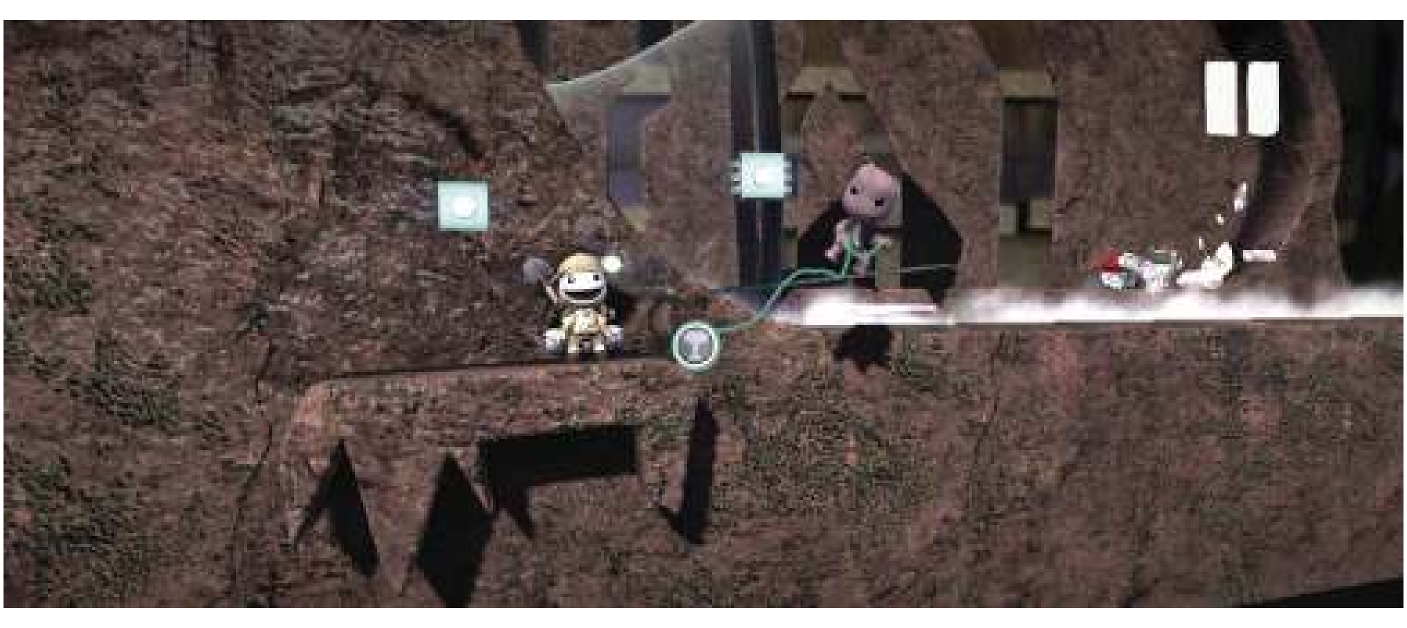


Quest Tweaker

The Quest Tweaker is as important to any adventure as the expression "and then." This handy little tool marks off the progress on your quest and its objectives. Returning to the cave entrance, you can use the Quest Tweaker to both activate your current quest and mark off its first objective, "Beginning." This Tweaker is attached to the Player Sensor that triggers the wall transparency, so starting the level also starts the quest progress. Moving ahead in the level, you find an appropriate place to complete the "Beginning" before placing the next objective's start point.



The vacuum is a grand place to designate the "Middle" of your journey. You can do so with the push of the Suction button.



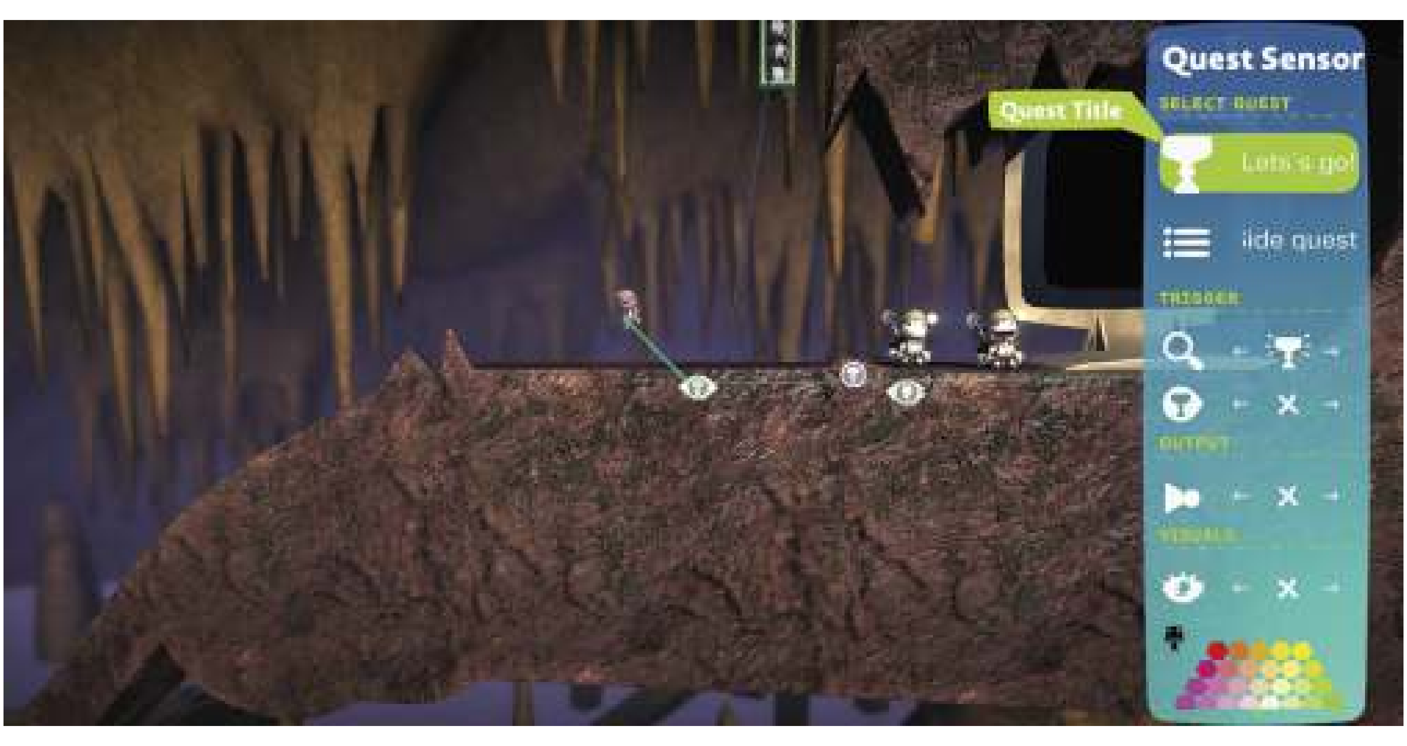
Save the final "End" markers for the section leading up to the Scoreboard.

Quest Sensor

Like other Sensors, the Quest Sensor is looking for something. A Sticker Sensor longs for its match, a Player Sensor just wants someone near it, and the Quest Sensor is always on the hunt for experience.

By creating a new objective ("Side Quest") in your current quest, a fourth Quest Tweaker is set under the secret passage with the runaway mine cart.

A Quest Sensor is now placed at the end of the level. If future players complete the extra challenge, they are rewarded with bonus Collectabells at the end of the adventure.

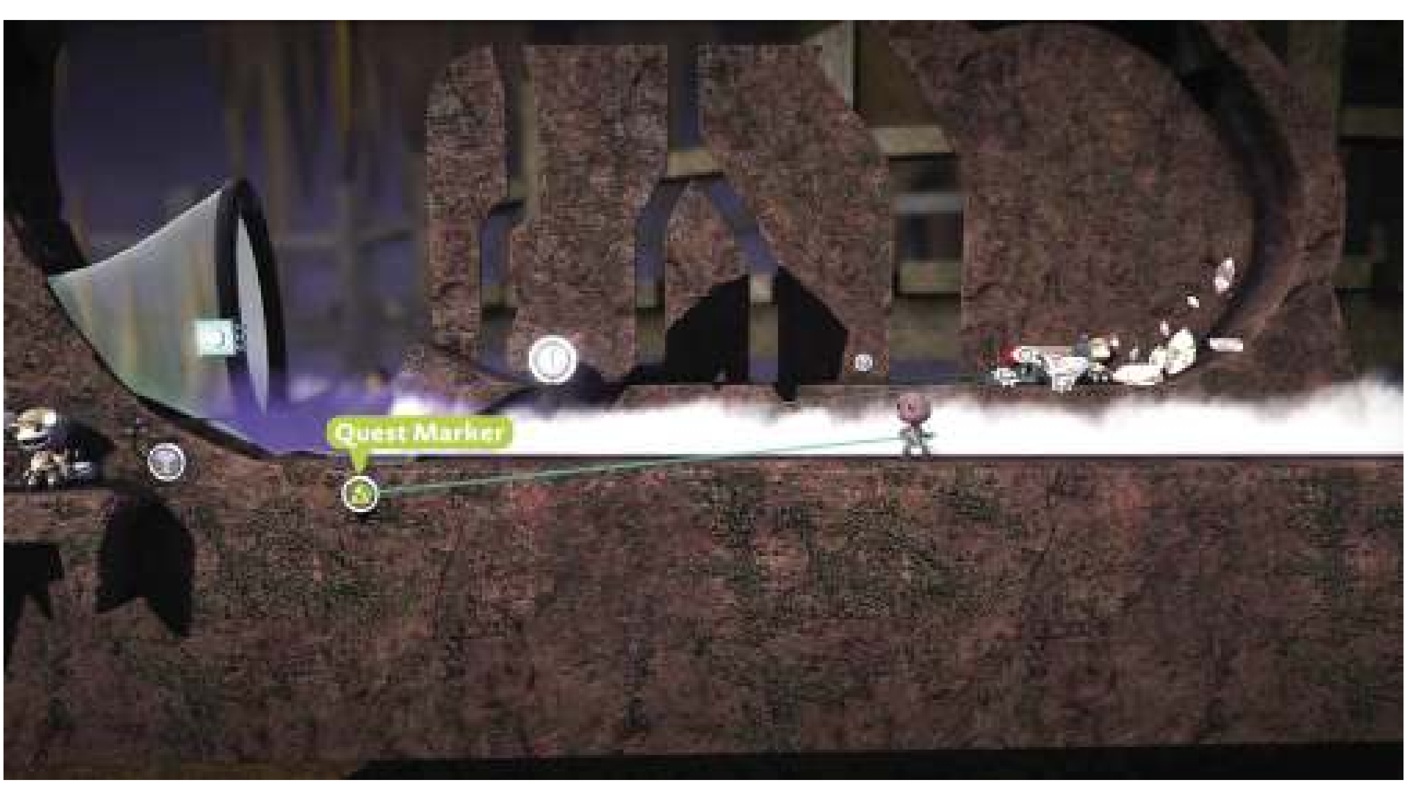


Quest Marker

What good is going on a grand quest if you have no idea what to do? That is why the Organizertron was invented. These markers show the way when "Guide Me" is on.

Sometimes it is not enough only to tell players what their objective is and when they have reached it; they might need a little help discovering how to get there. Because objectives are also often points of transition, it is sometimes good to know what you are getting into.

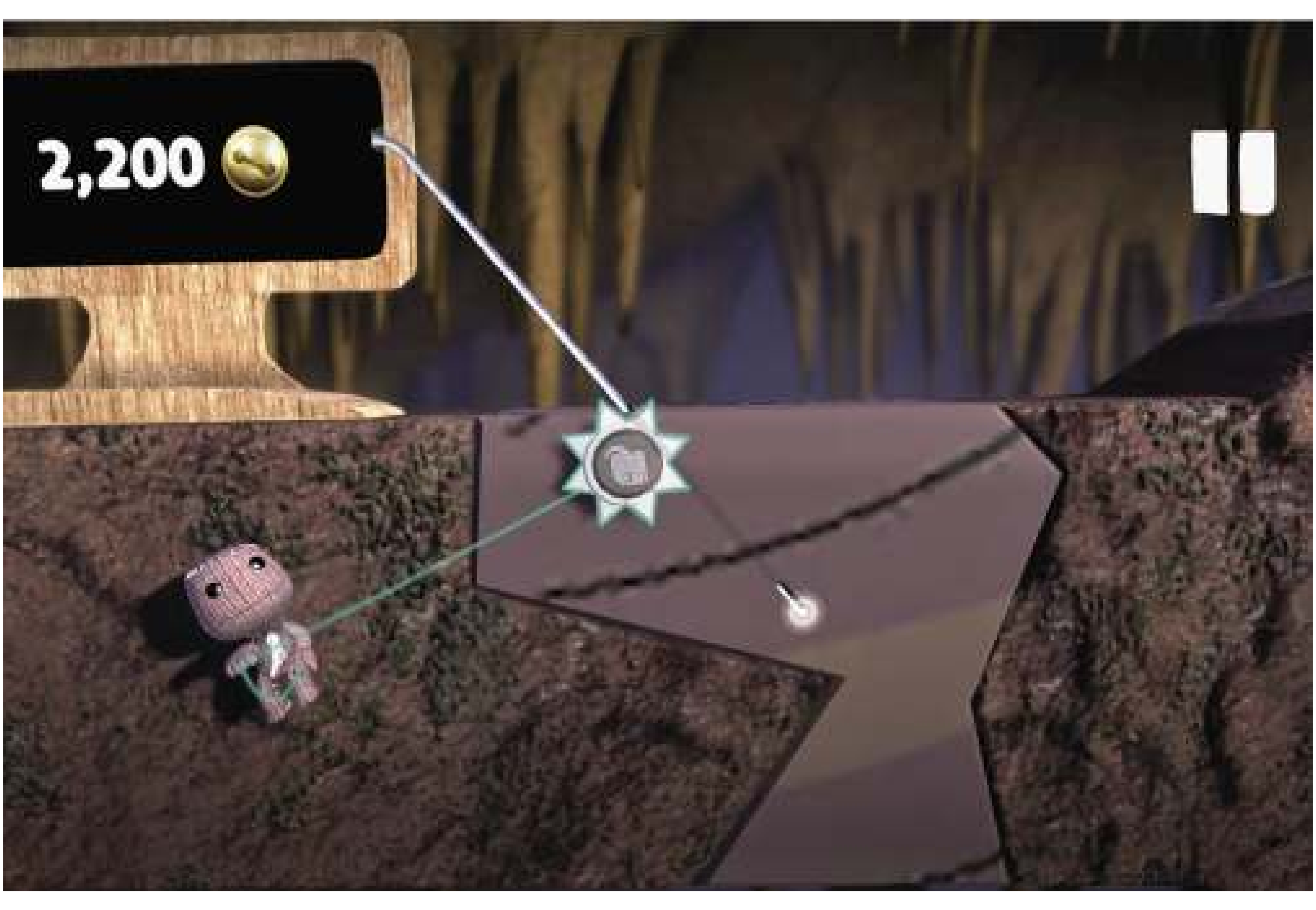
As soon as your sack person activates the vacuum, there is no going back, so putting a Quest Marker on the button gives players a subtle hint that they should be sure they are done here before pressing it.

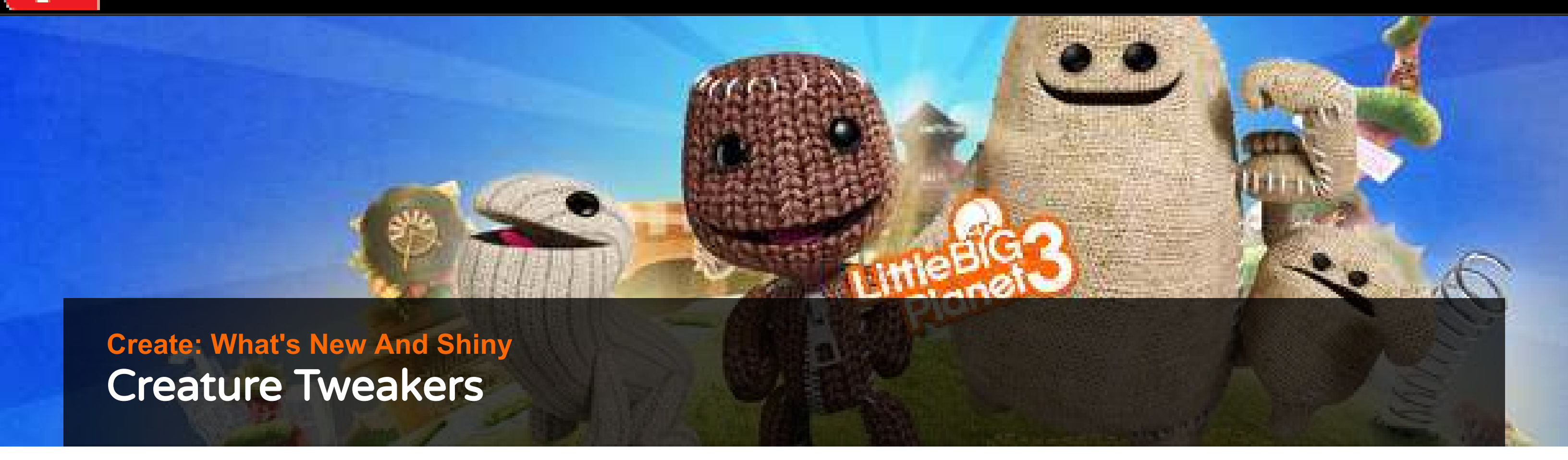


Object Saver

The final tool to be found in the new questing kit is the Object Saver. This little number can save the state of an object between play. Think of any of the Hub levels, where once you have cleared a path, it is clear. Or consider Joust in Time, where your previous build is always at the ready. These level elements exist thanks to the Object Saver.

In this level, the threshold for getting into the bonus quest area is very high, so the dissolvable floor is stuck with an Object Saver. Now, after the first time the path is cleared, players can return to try again regardless of their score.




LittleBIG Planet 3

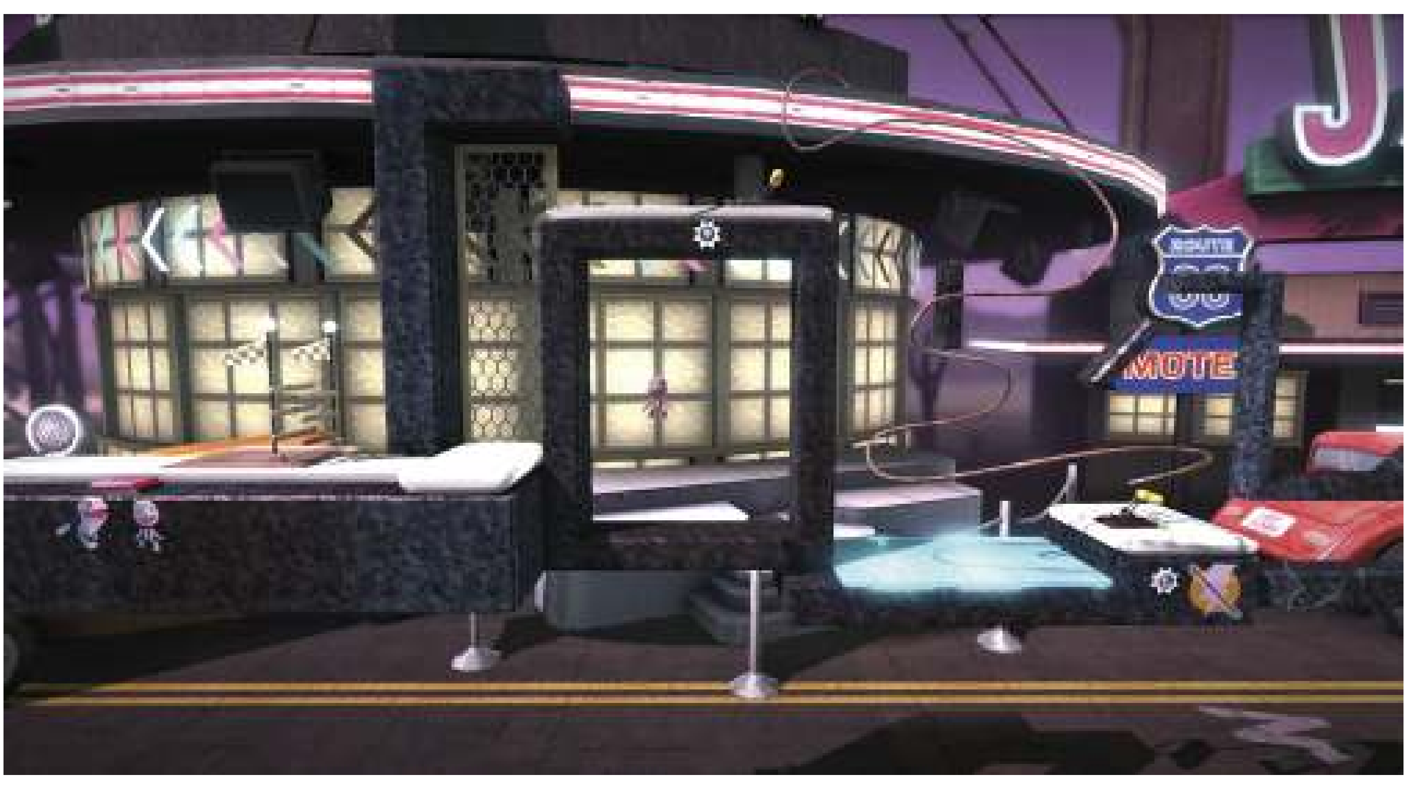
Create: What's New And Shiny

Creature Tweakers

Reality is simply what we make of it. This holds true in *LittleBigPlanet 3*, even more true when creating a level, and even truer still when using the Creature Tweakers within that level.

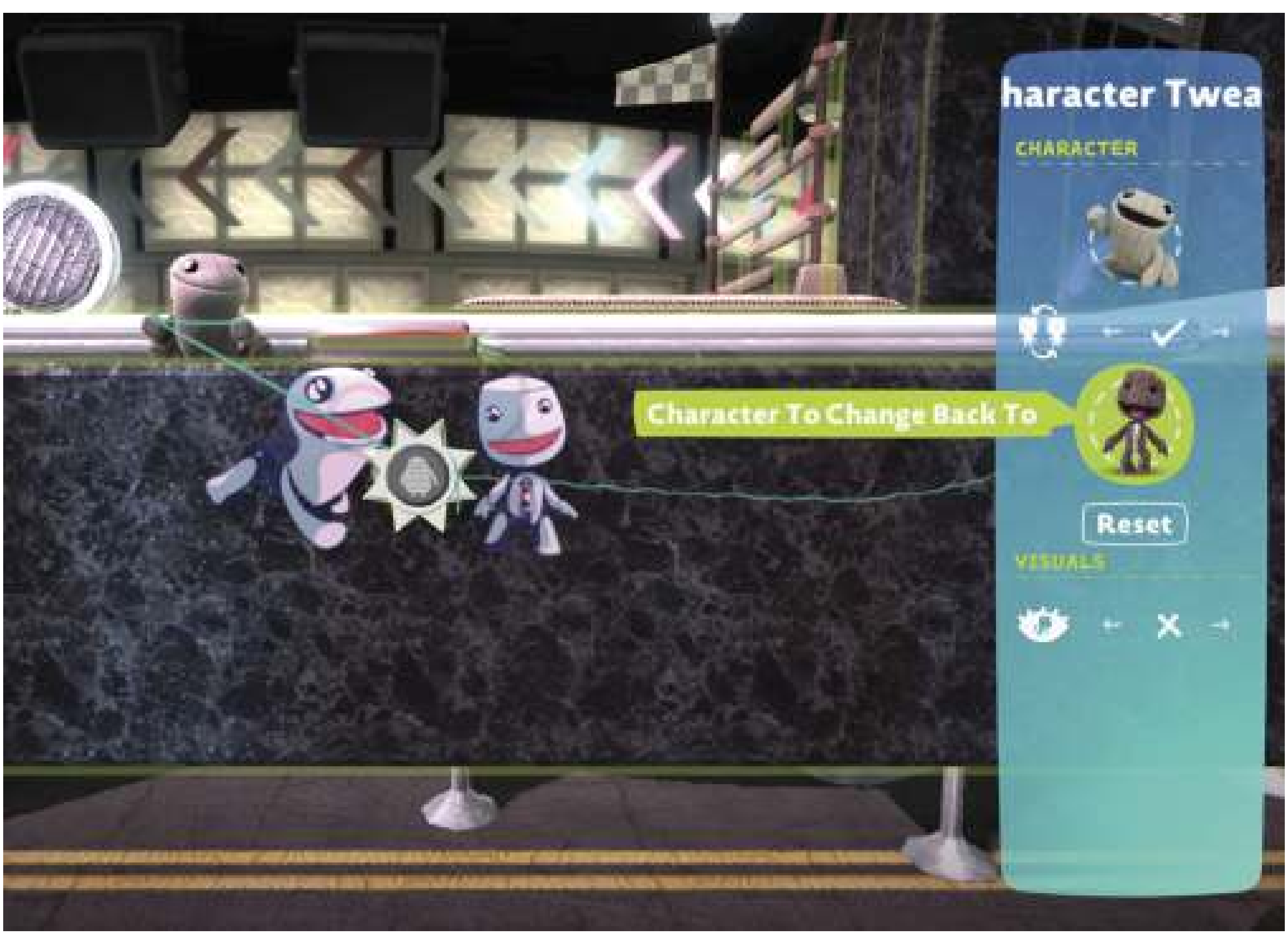
To investigate all the ways you can configure creatures, you must jump over to a new level. Because you have been underground so long, Manglewood seems like a good place to get some sun.

In the short challenge demonstrated here, you are breaking the very laws of physics in order to win a race.


ROUTE
66
MOTEL

Character Tweaker

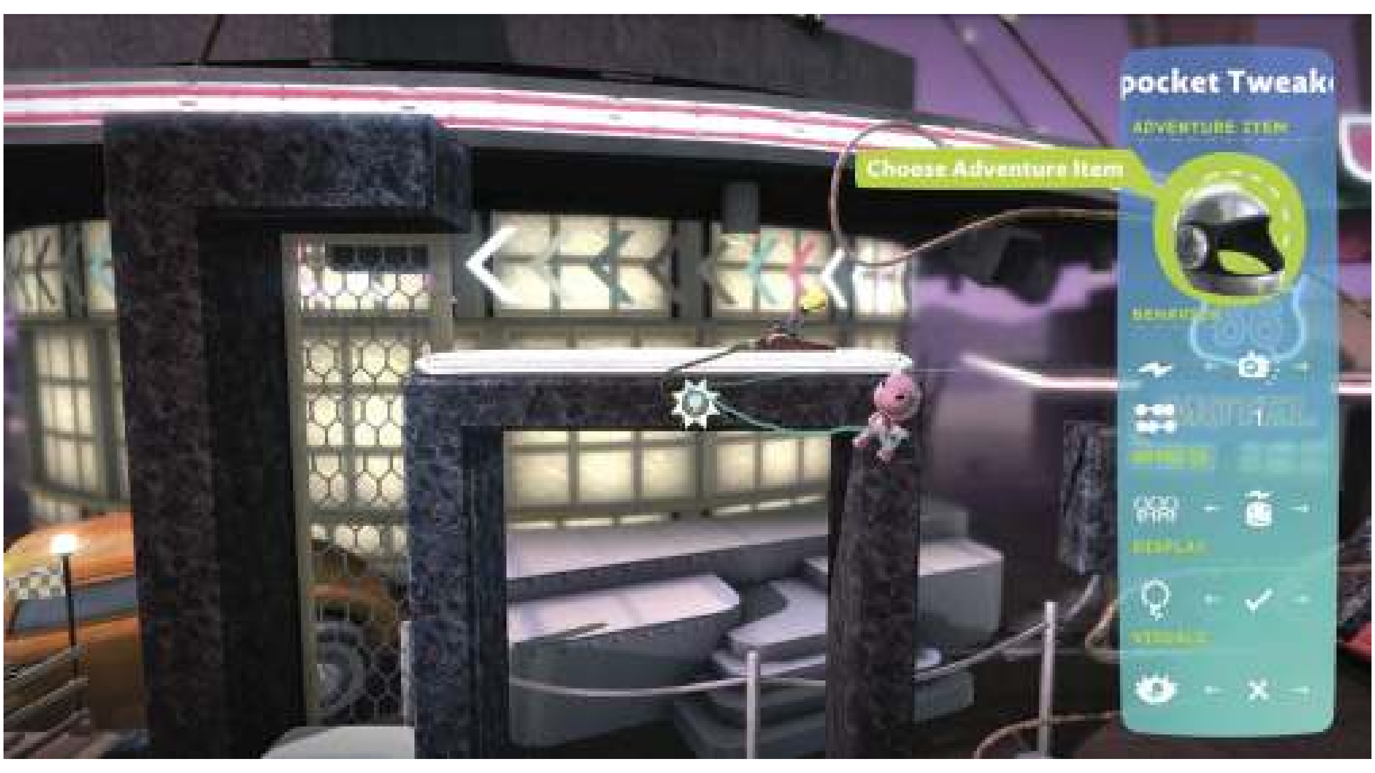
To start things off, either your sack person or Oddsock can run this race. Using the Character Tweaker, players can push a button at the beginning of the race to switch back and forth. Placing Starting and Ending gates down also ensures that no one gets a jump until everyone is ready.

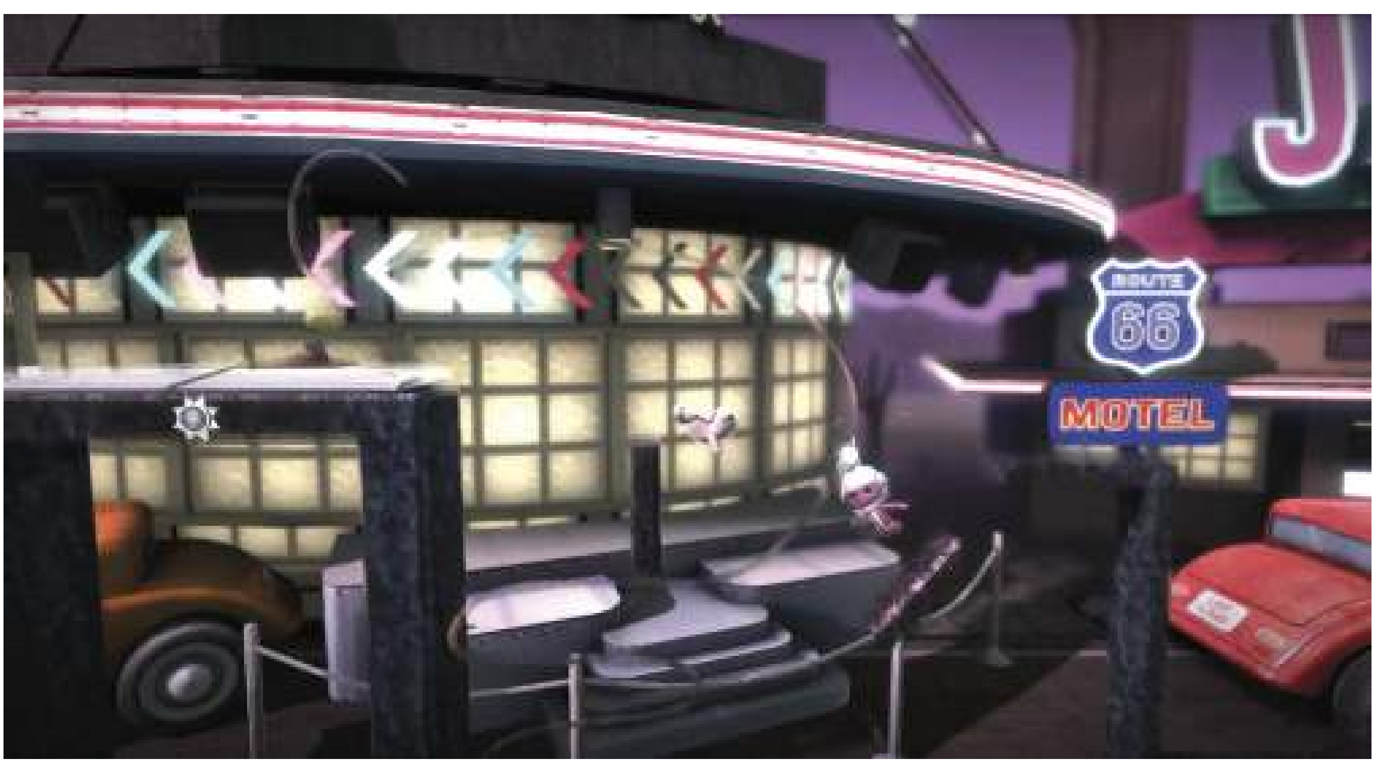

haracter Twea
CHARACTER
Character To Change Back To
Reset
VISUALS

Sackpocket Tweaker

As you move into the challenge, your sack person can climb up the first obstacle, but Oddsock must wall jump. At the top landing, Oddsock is presented with another wall jump challenge, while your sack person (retaining the power to grab) can use the switch to automatically equip a Hook Hat. How do they do this, you ask? With the Sackpocket Tweaker, which gives you the power to grant and take Sackpocket items!

With all of these tools, be mindful of the Effects section, which controls who gets what when the Tweaker is triggered.


pocket Tweak
ADVENTURE ITEM
Choose Adventure Item

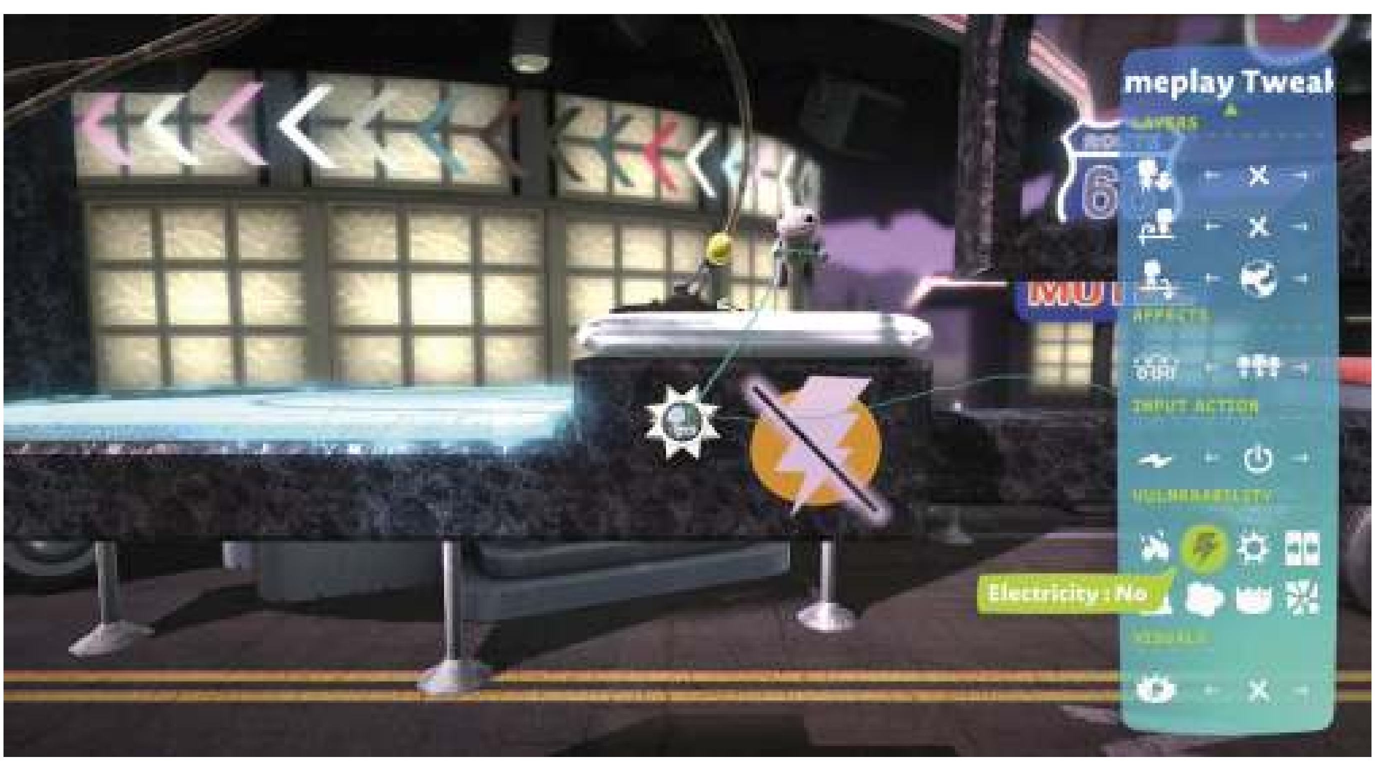

ROUTE
66
MOTEL

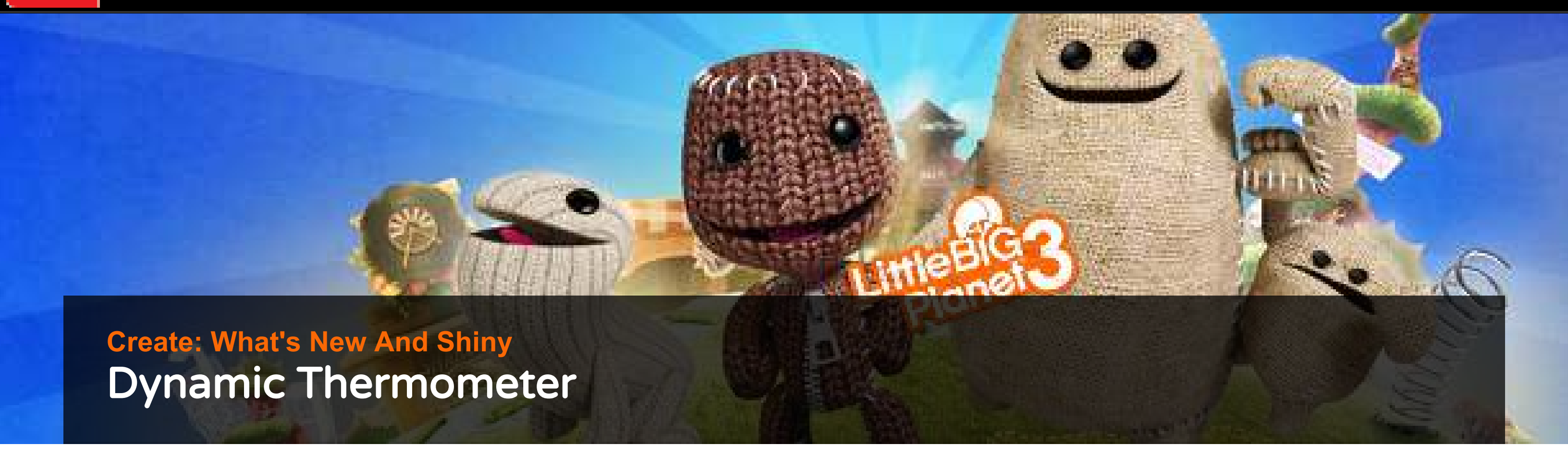
Gameplay Tweaker

So long as Oddsock made his jumps, he has a hilly, high road to navigate. When your sack person makes it to the lower Bendy Rail landing, they find another switch. When pulled, it protects them from the electricity to come.

Again, this is thanks to a Creature Tweaker. The Gameplay Tweaker lets you affect nearly any element of the game's mechanics and bend it to your whim. Here, it is set to grant any creature that pulls this switch immunity to electricity.

To up the ante, add a Timer into the mix to ensure that only fleet-footed sack folk make it though.


meplay Tweak
INPUT ACTION
Electricity : No



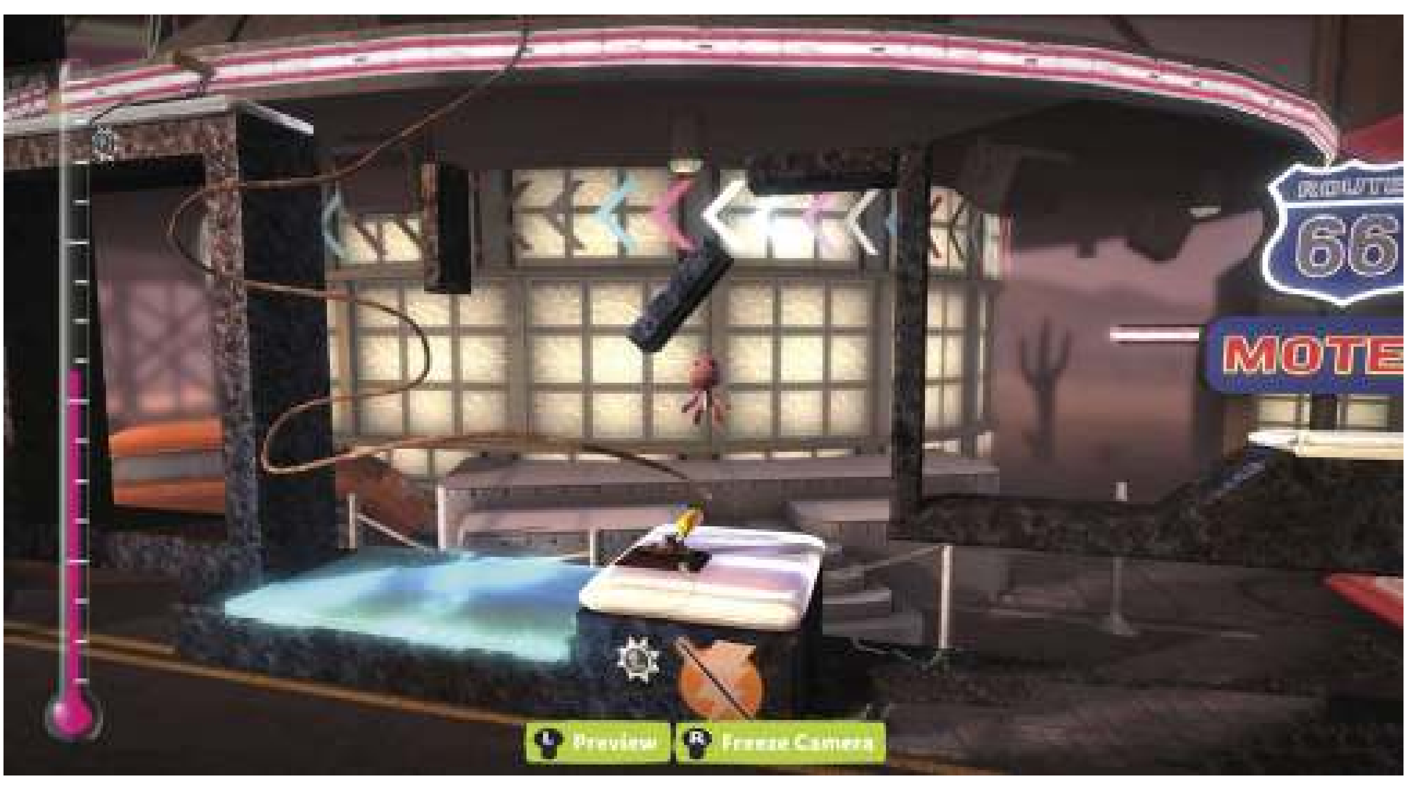
Create: What's New And Shiny

Dynamic Thermometer

Since the dawn of *LittleBigPlanet*, there has been but one obstacle to the creative vision of creators: the size of the page they have to work with. While an infinite canvas is still not possible, the Dynamic Thermometer option in the Global Stuff section of the Popit has moved everyone one step closer.

When switched to a Dynamic Thermometer, preloaded content is limited to objects in and around a given view area, allowing creators to fit a lot more into a level. This is because the whole thing no longer needs to be loaded the entire time. The tools below help manage this process to ensure that everything runs as planned.

Just look at the difference in the Thermometer on the challenge you are working on!

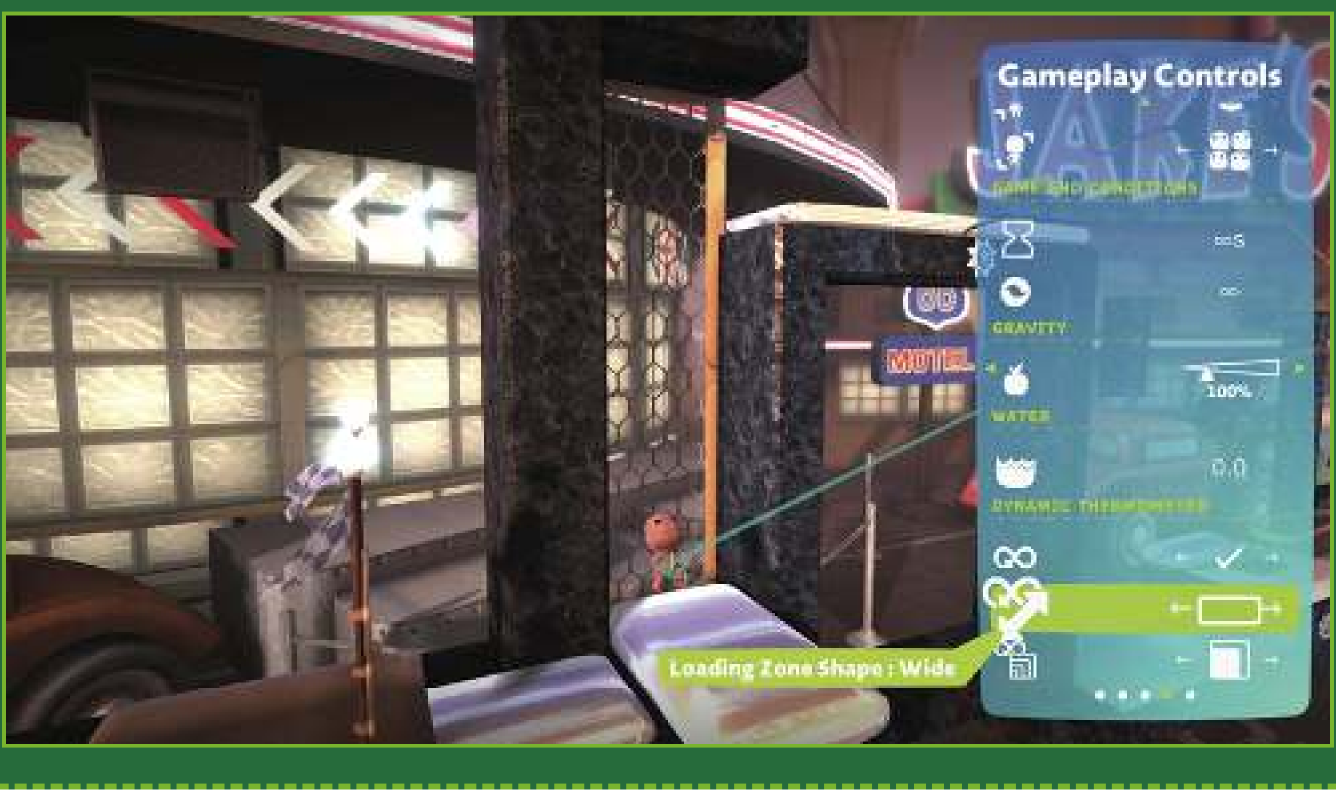


LOADED UP!

Once the Dynamic Thermometer is active, its Global Stuff menu has a few settings to help you manage the process even before heading to the tools.

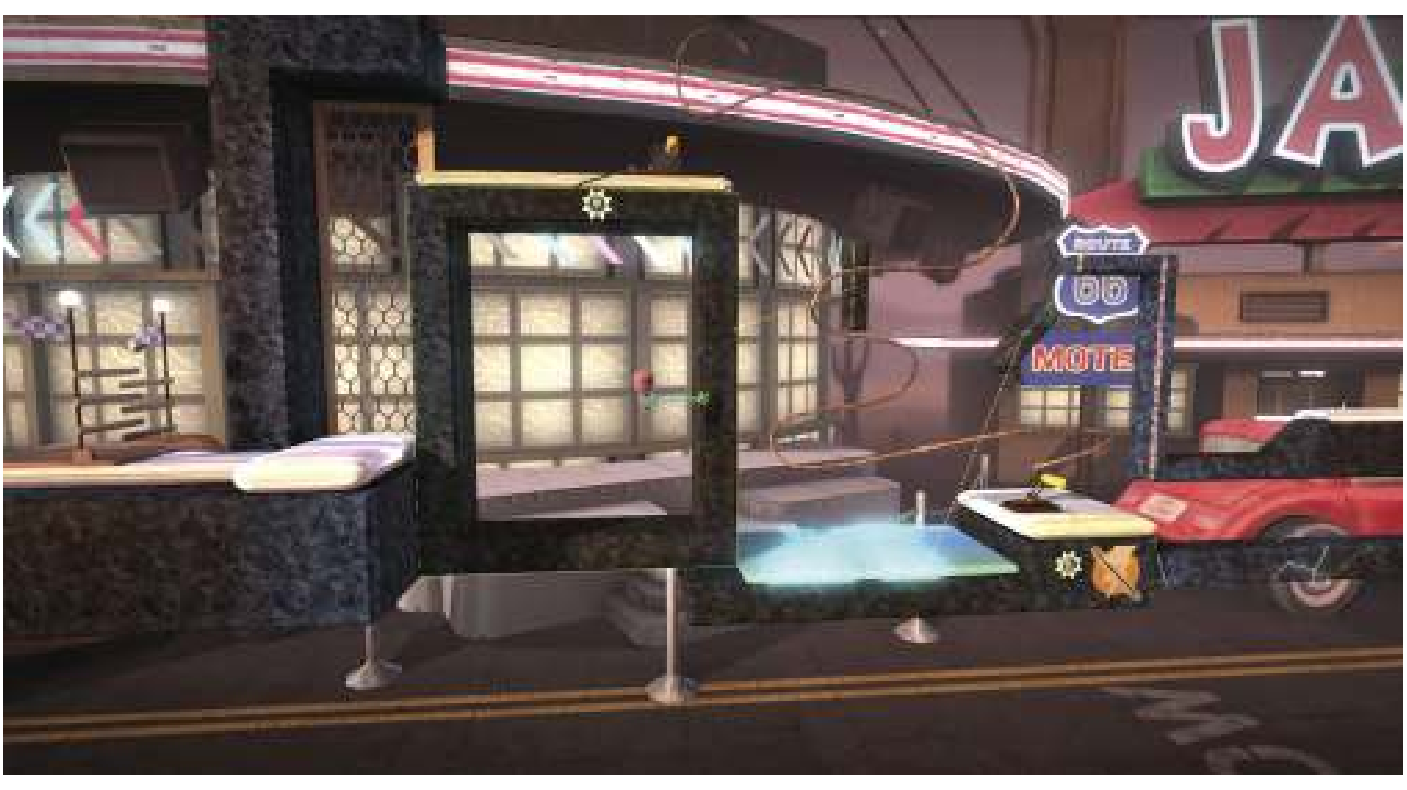
Loading Zone Shape determines the default perspective of the loading area. For most levels, the Regular rectangle is the best bet, but if you are building up rather than over, then Tall might be the answer for you.

Similarly, the Loading Zone Size must be considered on a level-by-level basis. If you are going for tightly packed complexity, then Large won't hinder you significantly while building. However, your overall level cannot sustain as much, and it may even require mid-level loading. With Small, the inverse is true.



Loading Linker

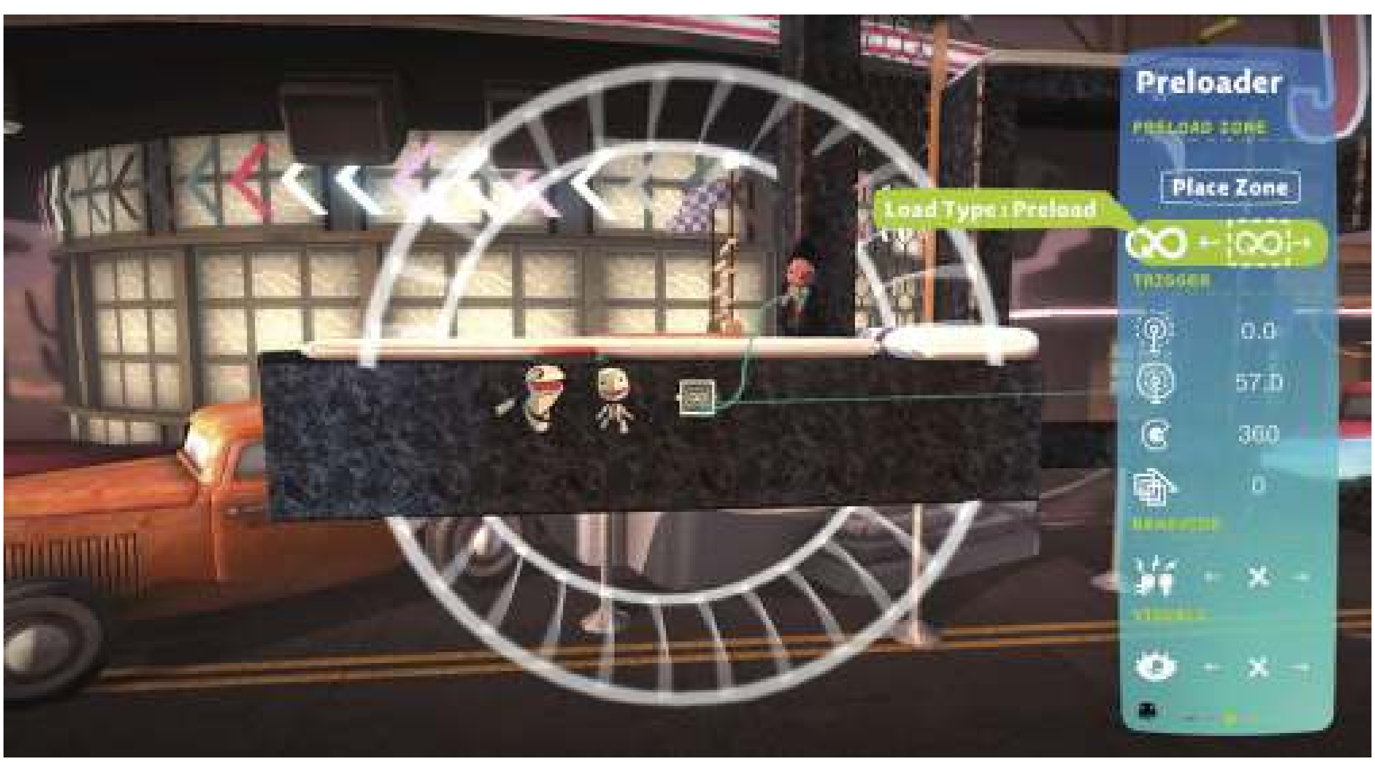
The Loading Linker slaps down like Advanced Glue. By hovering over any object with the Loading Linker, you can see which grouping it loads in with. Stick this to several items in an area to make sure they are all part of the same group. This is especially important if a few complex/timed items are located near one another.



Preloader

The Preloader works in conjunction with the Loading Linker. The Preloader has settings similar to the Game Camera. Using the Preload Zone, you can designate an area to be loaded in once the Preloader has been triggered.

For instance, say you have a Player Teleporter set up to take players a good distance from their starting point. Plop one of these down nearby to get the new area prepopulated before the Teleporter is trigged. Or maybe you just want to make sure there are no hiccups or loading breaks in a fast-moving race? Either way, this tool has you covered.

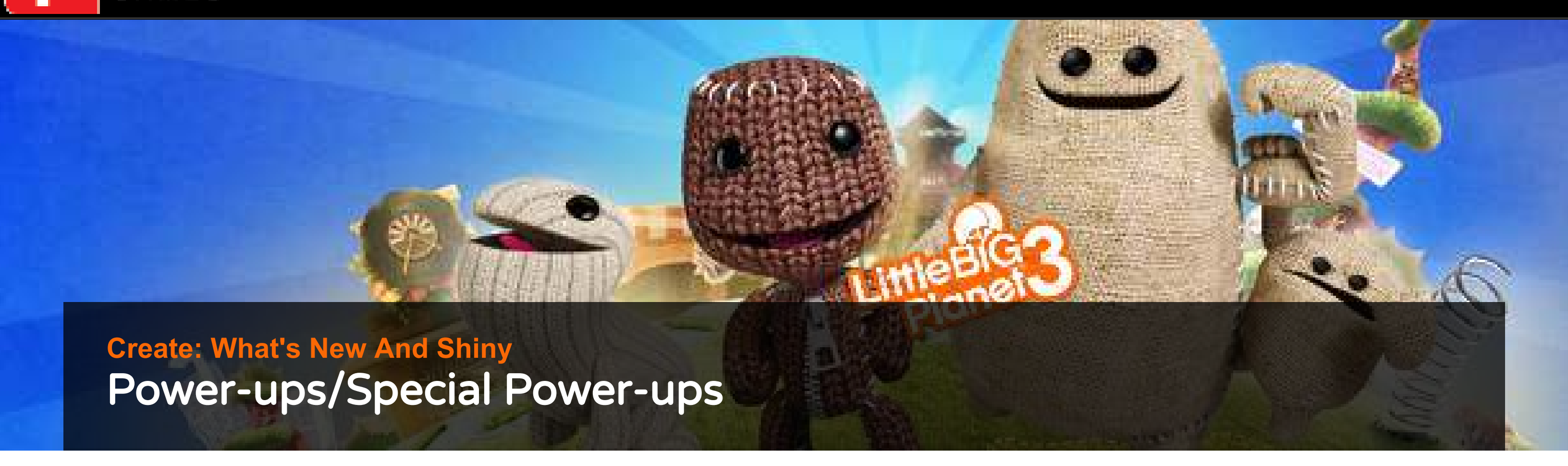


JAKE
66
MOTEL

Permanency Tweaker

The final object in this small set is the Permanency Tweaker, useful when something absolutely, positively has to be there. Place one of these on anything, and it is loaded in no matter what.

In this example, you see a door slowly closing on a prize room before the Scoreboard. A player must get here before the door shuts in order to get the goods, but it only works if the Timer starts from the beginning of the level.



Power-ups/Special Power-ups

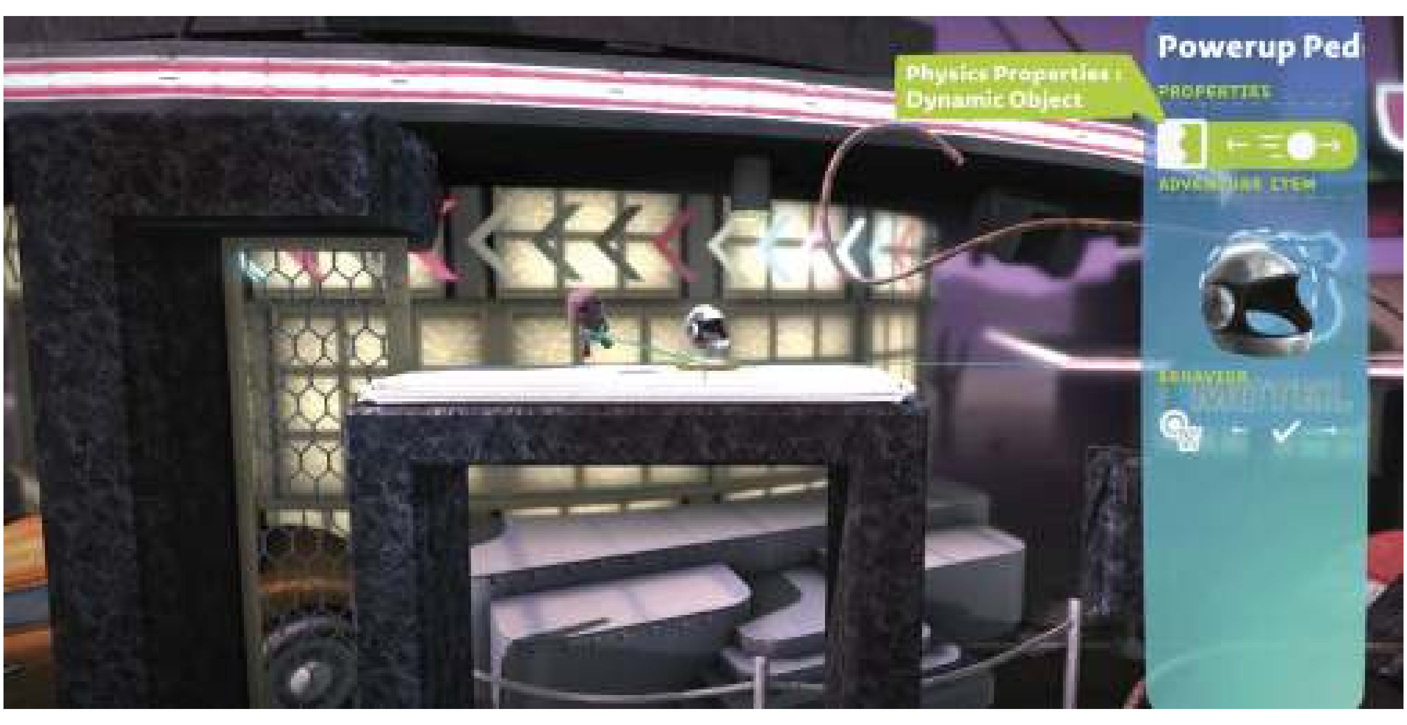
There was once a time when running, jumping, and grabbing were all an honest, hardworking sack person needed to get by in this crazy, mixed up LittleBigPlanet. Nowadays, if you want to make it to the end of a level, a power-up is often just the thing to add the extra oomph required for a healthy trip to the Scoreboard.

The Rail Hook already helped you in your short adventure back at the cave. Now, you'll see how some of the other power-ups can benefit progress.

Sackpocket Pedestal and Powerup Pedestal

These two power-ups consolidate all the new Sackpocket powers in a set of potent tools. The primary difference here is access. The Sackpocket Pedestal puts the power-up in your sack person's Sackpocket, whereas the Powerup Pedestal only supplies the instrument for the instance it is required. Either way, you can also equip custom power-ups made with the Blaster Handle.

Here, you can swap out the Hook Hat Sackpocket Tweaker switch with a standard Powerup Pedestal, since it is only required once in the challenge race.

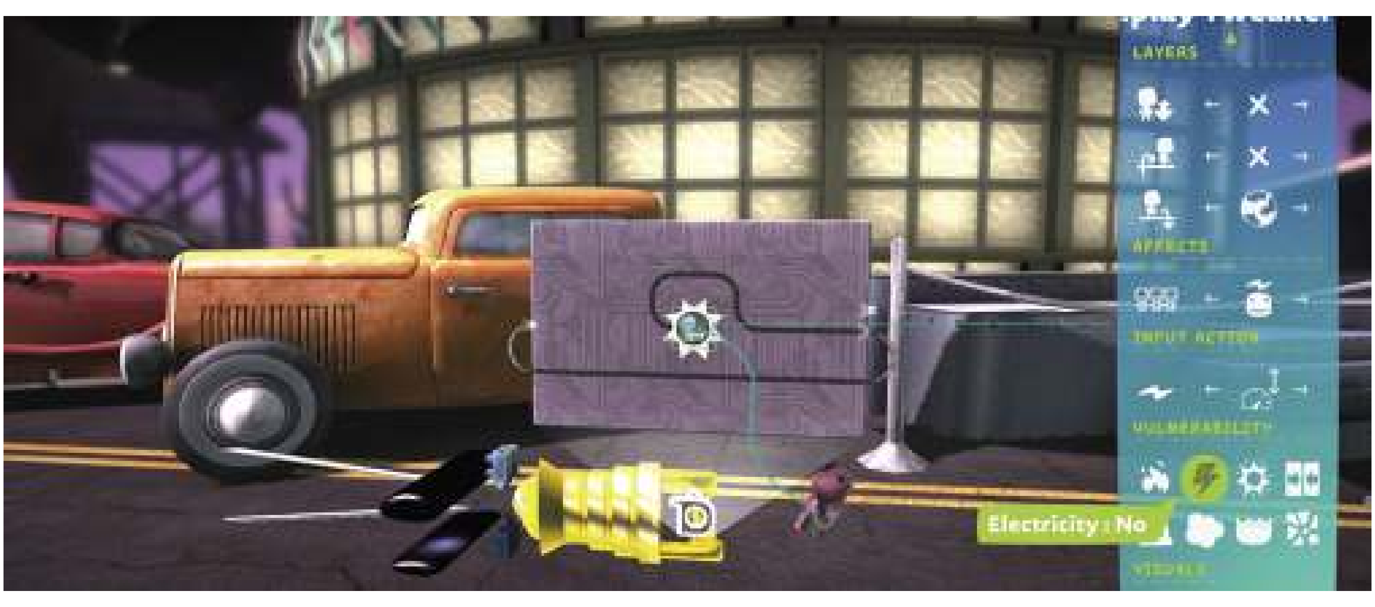


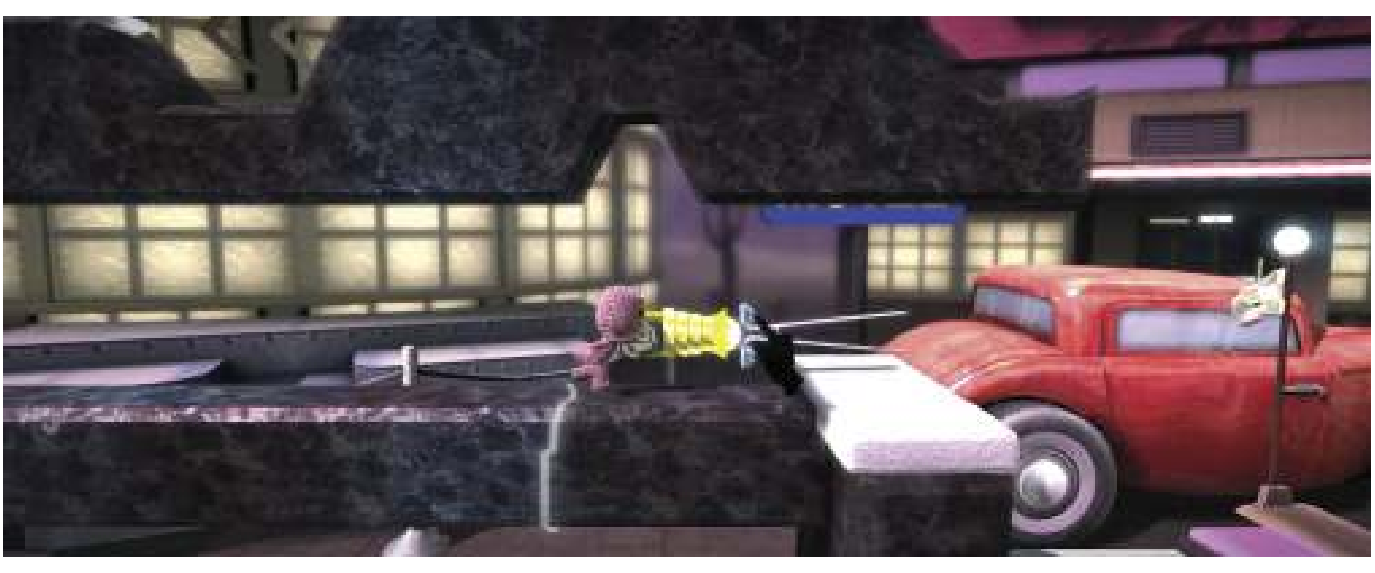
Blaster Handle

There are some amazing power-ups available to the knit-clad travelers of LittleBigPlanet, but the best of them all may still be to come since you have not made it yet. The Blaster Handle lets you create custom power-ups and distribute them via Pedestals.

You can do this by placing the Blaster Handle on any item you want to convert into a power-up. Once done, the Tweak menu allows for many in-game features to be set, whereas the actual properties of the power-up are set in the microchip emanating from the Blaster Handle.

In this example, there is an anti-electricity wand fueled by a Gameplay Tweaker. Placed in a Pedestal, this power-up can now replace the electricity invulnerability switch at the base of the Bendy Rail segment. Now, rather than flipping a switch, sack people that pass are rewarded with a handy new item.



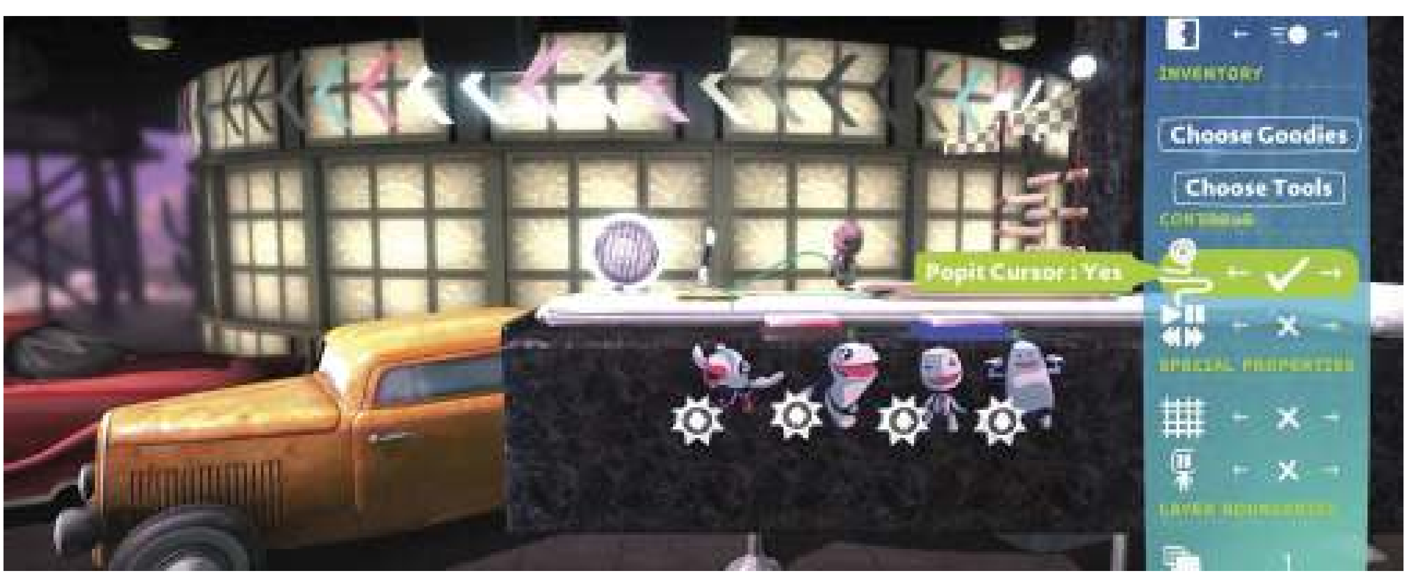


Popit Power

Outside of the power-ups you have yet to invent, the most awe-inspiring power-up might be the Popit Power. This tool lets you bring the power of Create Mode into gameplay. But, as some dude's uncle once said, "With great power comes great responsibility." This tool quite literally has the potential to tear your levels apart, so be careful what you let players do with it.

By expanding the level a bit, you can add race alternatives for all four adventures. Rather than give each a button, use the Popit Power to let players connect the available buttons to the hero of their choice.

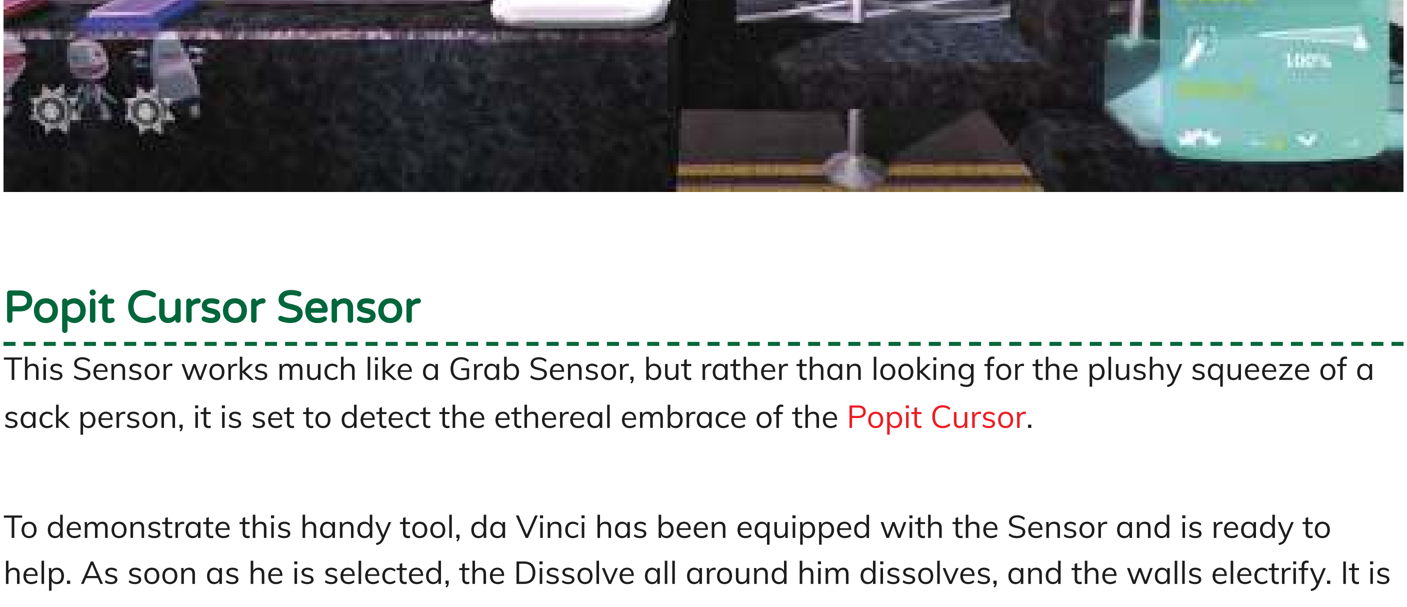
For this example, only the Popit Cursor is made available, but the full range of Popit Tools and Goodies can be activated from within the Tweak menu.



Popit Powerup Tweaker

Even with just the most minimal tools made available, there are still a lot of options when you open up the Popit. The Popit Powerup Tweaker works to try to help direct creative tool use toward your level's needs, rather than another's destructive desires. When placed on an object, the Popit Powerup Tweaker determines which powers create tools have on it in Play Mode.

By placing this on one of the level elements and making it non-selectable (while also selecting the use of a Rigid Connection), this object and all those glued to it are no longer affected in Play Mode.



Popit Cursor Sensor

This Sensor works much like a Grab Sensor, but rather than looking for the plushy squeeze of a sack person, it is set to detect the ethereal embrace of the Popit Cursor.

To demonstrate this handy tool, da Vinci has been equipped with the Sensor and is ready to help. As soon as he is selected, the Dissolve all around him dissolves, and the walls electrify. It is up to you to guide him through the maze with the Popit Cursor for some fabulous prizes.

Popit Cursor

LittleBIG Planet 3

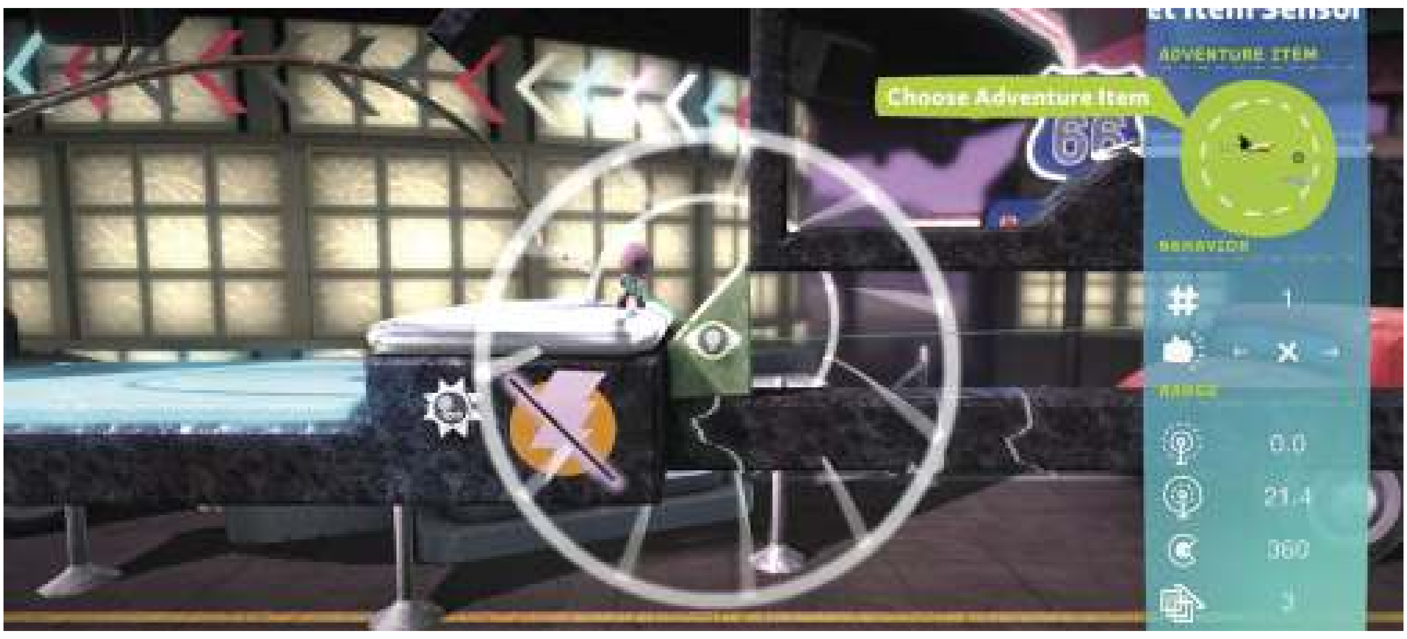
Create: What's New And Shiny

Creature Sensors

A few novel Creature Sensors have also been added to the bunch. With these at your disposal, your level of detection is really very extraordinary.

Sackpocket Item Sensor

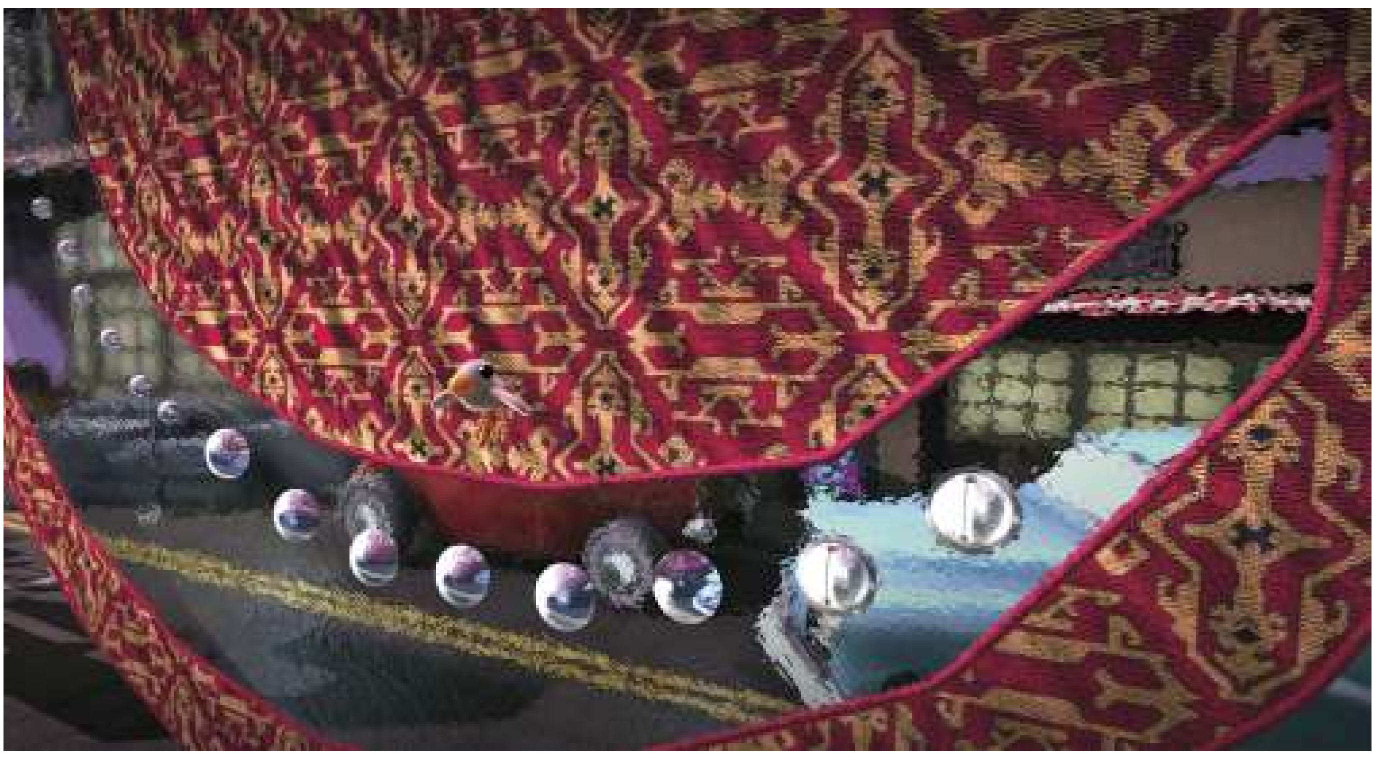
Returning to the race challenge, you decide that there really is no reason to let a helpless sack person shock themselves to the point of popping. By placing a little blockade that can only be removed if the passerby is equipped with the custom Shock Absorber power-up, you can save countless millions from an electrifying end.

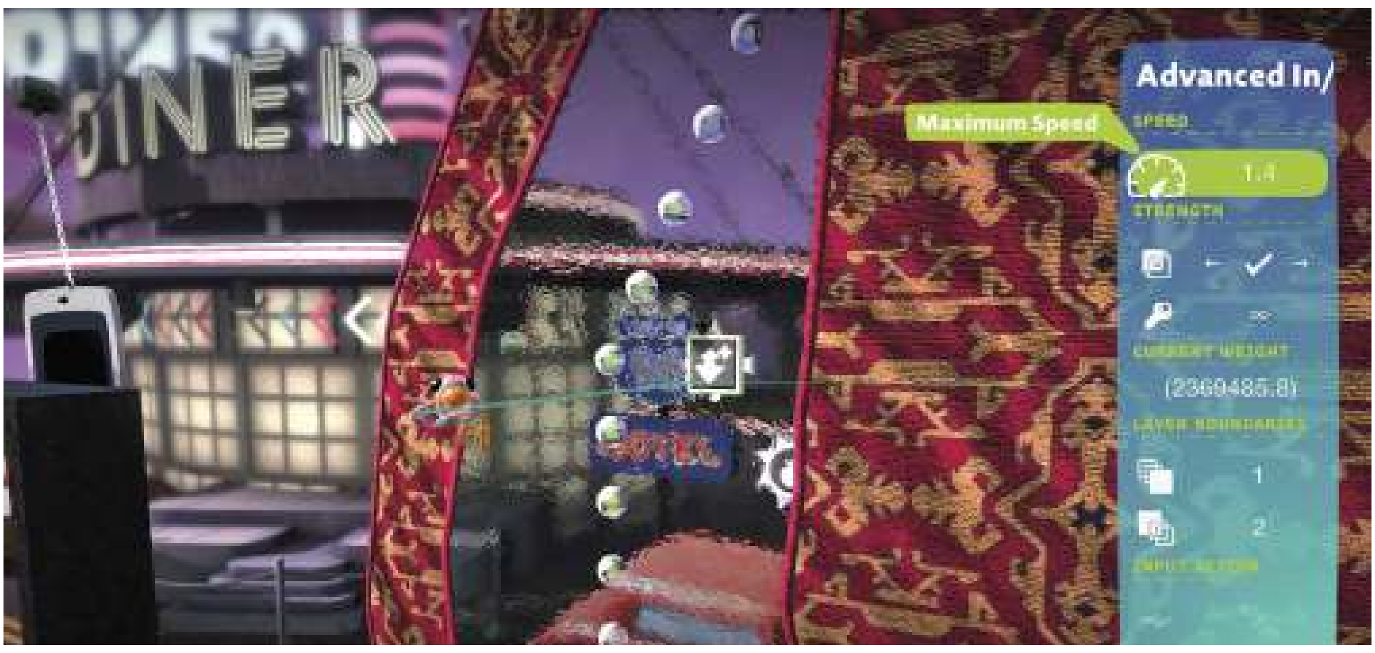

Choose Adventure Item
ADVENTURE ITEM
BEHAVIOR
1
RANGE
0.0
21.4
360
3

State Sensor

In the area of specifics, the State Sensor reigns supreme. From standing to sneaking, from walking to running, from jumping to falling, from grabbing to... well, you get the point, this Sensor can sense which character you are and exactly what you are doing.

By creating two large circles out of any material (one flat and one a single layer), you can make a fun challenge for Swoop. Cut a crescent from the front segment, creating a window to the back. Glue Score Bubbles, followed by Prize Bubbles, and finally a few Collectabells onto the back element following the arc. Using the same technique as with the gem cart in the cave, an Advanced In/Out Mover and an Anti-Gravity Tweaker can be used to move the now bubble-adorned back circle between layers.



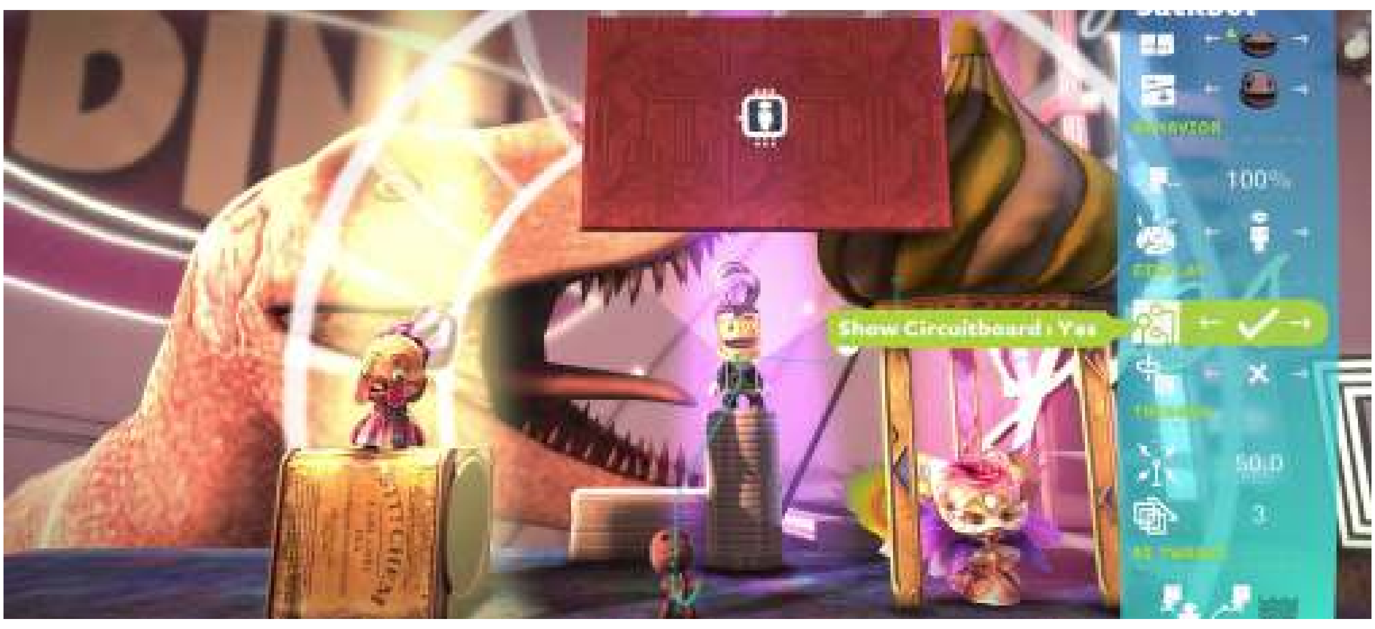

DINER
Advanced In/
Maximum Speed
SPEED
1.4
STRENGTH
CURRENT WEIGHT
(2369485.8)
LAYER BOUNDARIES
1
2

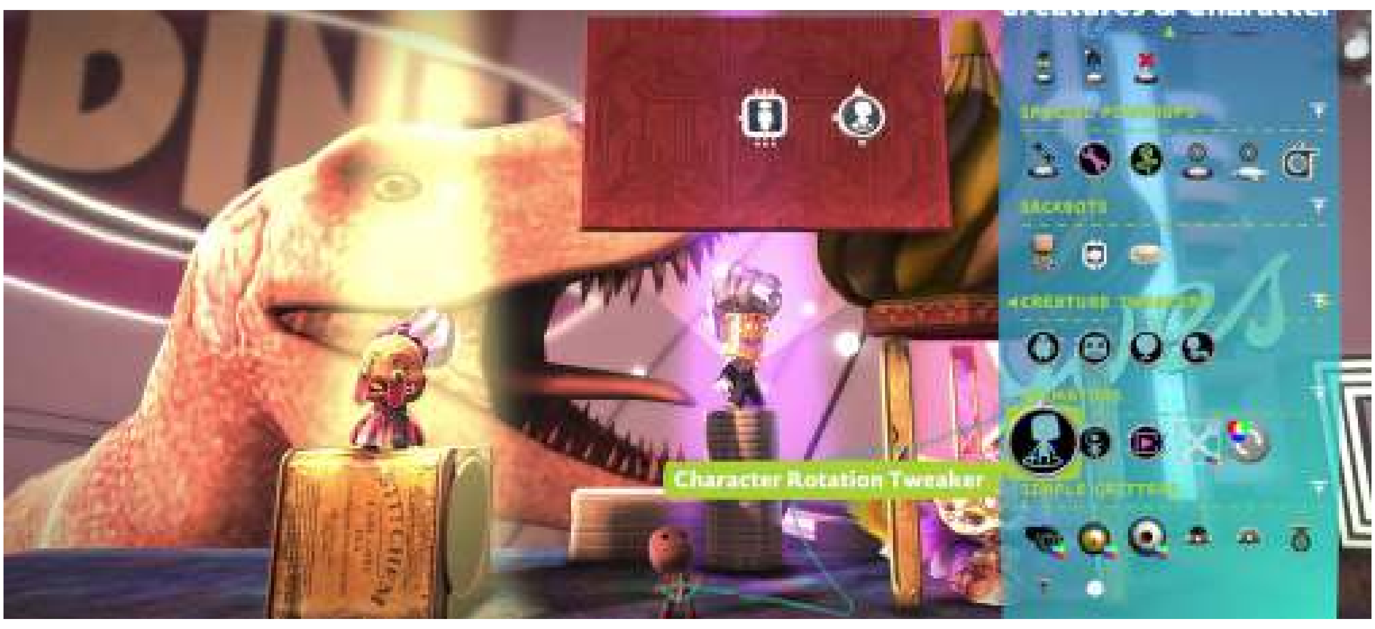
As long as you are in Manglewood, you should make a little movie. And like all good shows, this one is ending with a big musical number. Thank goodness these bakery-fresh Tweakers are hot off the rack and here to help. It's time to bring out a few of the Creator Curators who have been so helpful in the story to give you a hand in this last segment.

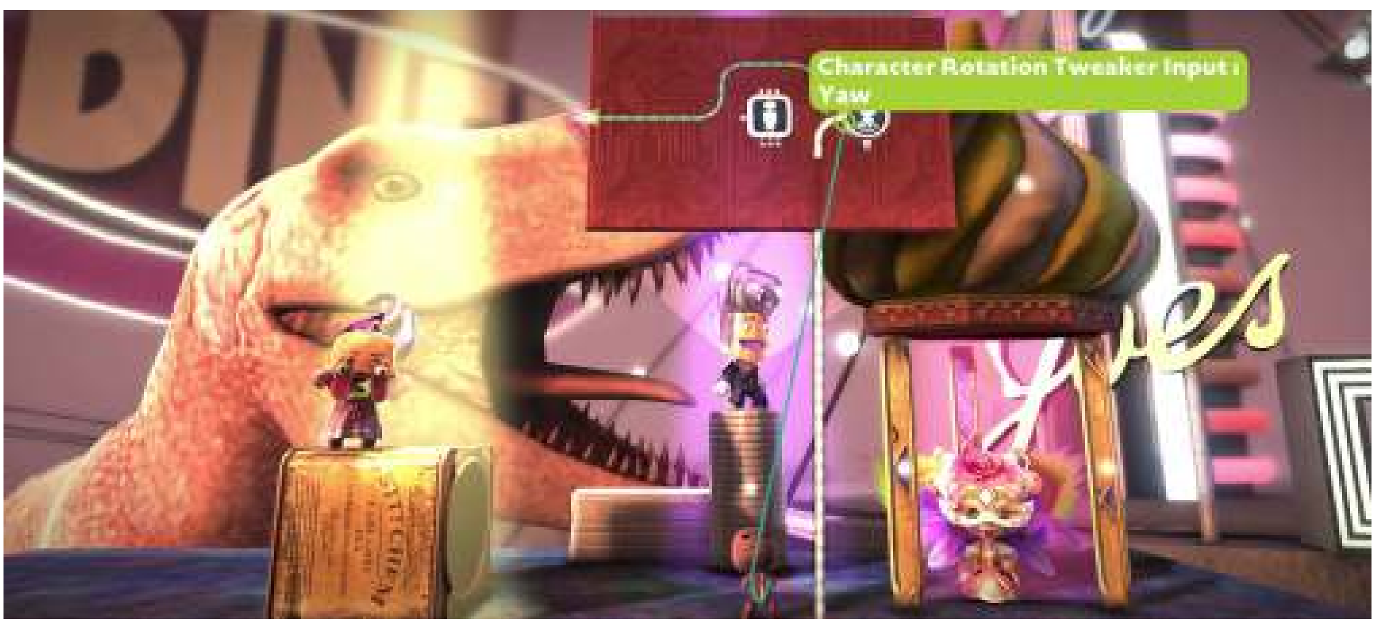
Character Rotator Tweaker

To start with, you need a big opening. The spotlights are set and the fog is rising, but if this is going to be really dramatic, these Creators are going to have to show off some superstar signature moves. They should start facing away, and then turn to the audience in a charismatic twirl.

The Character Rotator Tweaker is just the thing to help. Try it out on Marlon. To start, open his Sackbot Circuitboard, and place a Rotator Tweaker on it.







Okay, now that he is spinning, what you need next is control. By attaching a Player Sensor to center stage and adjusting the Character Rotator Tweaker, Marlon does a nice double take spin when your sack person enters.

Character Animation Tweaker

Now the music is pumping, so it must be time for the big dance number. That means the time to use the Character Animation Tweaker has finally come. Opening the Sackbot Circuitboard for both Nana Pud and Pinky allows you to place Character Animation Tweakers on both of them. Connect the same Player Sensor to all of them once they are down.

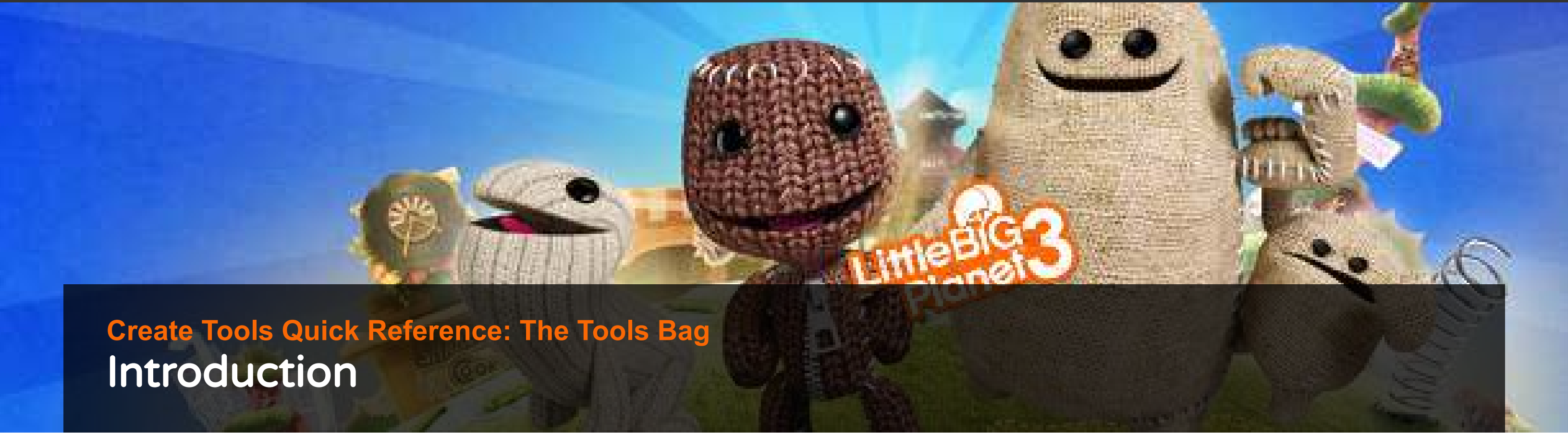
You can adjust the Yaw Angle so that they pivot in toward your sack person once in center stage.

LittleBIG Planet 3

Create: What's New And Shiny

Go Forth and Make!

You are equipped with the basics, you know the new tools, and you have tables upon tables of Tweak menus — it’s time to get building! What you have seen here and in the main game is just a taste of what is waiting for you. The edict has never been more true: it is time to Play, Create, and Share!



Create Tools Quick Reference: The Tools Bag

Introduction

Go ahead and dog-ear this section immediately. As you enter the wonderful world of creation, the last thing you should be hampered by is trying to remember what does what and how. This chapter offers a simple breakdown of every Create Mode doodad and bobble. Each entry covers how an item can be used and how it can be tweaked. Think of it as offline storage for your bustling brain!

Create Tools Quick Reference: The Tools Bag

Tools

OBJECTS

Popit Cursor

The ethereal element that is at the core of Create Mode, the Popit Cursor manages object selection, placement, resizing, expanding and contracting, copying, and deleting. It's definitely a powerful tool.

Corner Editor

Select an object, and adjust the outline by selecting a point along the edge, then pulling it in or out. Despite this tool's name, you can use it to manipulate any point along the edge of an object, not just corners.

Advanced Glue Tool

Holding down ✕ at length to stick objects together can be time-consuming, not to mention tiring on your thumb. The Advanced Glue Tool simplifies things by letting you join multiple objects by simply slapping this down upon them.

Material Changer

When it comes to construction, it's important to have the proper material for the job—just ask the three little pigs. Suppose you make a house out of cardboard and then realize it's better off made of brick. With the Material Changer, you don't need to start over from scratch. Simply select the new material, and then select the object to be changed.

UV Tool

With so many patterns, it is often the case that making the perfect shape and having the perfect look do not always go hand in hand. Using the UV Tool, you can move a pattern about without changing the object it is on, which is a surprisingly handy utility.

Capture Object

Care to save your creations for posterity? Use the Capture Object tool to take a snapshot that you can name and even gift in a Prize Bubble. The right stick lets you adjust the size of the highlighted area to be captured, and your captured objects appear under My Objects in the Goodies bag.

Slice 'N Dice

After plopping down a big chunk of material, it might become necessary to break it down a little without reducing any of its mass. Use the Slice 'N Dice tool to select points on a material to cut between. The two parts are now separate, although they are still conjoined by Glue.

Dephysicalize

This ghostly apparition of a tool removes all physical properties of an object. It can help reduce the load of your level, and it's also great for special effects. Do be careful, though: once dephysicalized, not even the level floor can stop the effects of gravity.

Rail Editor

Whenever you feel the need to put a few more bends in a Bendy Rail, the Rail Editor is the tool for you. Select a laid Bendy Rail, and you can extend, retract, or add pivots to your heart's delight.

STICKERS AND DECORATIONS

Sticker & Decoration Edit Tool

It's astoundingly easy to get carried away with slapping stickers and Decorations willy-nilly. Use the Sticker & Decoration Edit Tool to take a step back in order to lift, move, and delete such accouterments.

Sticker Cutter

Sometimes, you just want to add some depth and volume to a sticker. The Sticker Cutter is a huge timesaver, automatically trimming away all the excess material of an object and leaving only the shape of the stickers placed on it.

Paint

There are definitely a lot of stickers to collect in *LittleBigPlanet 3*, but they all have one thing in common: you did not make them. That oversight ends now. Use Paint to make your own masterworks that can be slapped onto levels forevermore.

Once in the canvas, use ○ to select a color, □ to toggle between the brush and scatter application options, R1 to select a brush, R2 to pick your color, and ✕ when you're finally ready to put pigment to paper. Saving and exiting this mode (as well as many advanced options) are done in the Options menu.

Sticker Scrubber

When you are looking for a bottle of bleach rather than a pair of tweezers, upgrade from the Sticker & Decoration Edit Tool to the Sticker Scrubber. With this tool, a tap of ✕ over anything removes all stickers and Decorations in one go.

HAZARDS

The Danger Tools

Add a little peril to your levels using an assortment of Danger Tools. Choose from Electricity, Fire, Plasma, or Horrible Gas. Then, select the object you want to turn hazardous. Realize you've crafted an elaborate death trap with no escape? Not to worry: the Unlethalize tool restores the selected object to its original harmless state.

CAMERAS

Game Camera

Beauty is said to be in the eye of the beholder, so give beholding players a nice view. Place a Game Camera where players can trigger it to alter their native Game Camera's perspective. Adjust the angle and zoom to frame the perfect picture of your level layout.

Game Camera Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Basic Settings	Angle & Zoom	Set how close the Game Camera is to the action and from which angle it's aimed.
	Zone	Use the left stick to adjust the position and the right stick to change the size of the area players must be in to activate the Game Camera. The shoulder buttons function as they would with a material.
Movement	Adjust Player Tracking	Determines how closely the Game Camera follows a player. Set tracking between 0% and 100%. 0% locks the camera to the view set when active, whereas 100% gives full priority to player tracking.
	Local Space	Yes/No When active, camera effects are relative to the object it is attached to.
	Camera Shake	Determines how shaky the camera is when active. Set between 0% (no shake) and 100% (maximum shake).
Trigger	Require All Players	Determines whether or not all players must be in the camera's zone to trigger it.
	Input Action	Determines what effect a connected input has on the Game Camera (On/Off, Stay On, Activation Scale).
Focus	Depth of Field (Back)	Set the level of background focus from 0% (full clarity) to 100% (background fully blurred).
	Depth of Field (Front)	Set the level of foreground focus from 0% (full clarity) to 100% (foreground fully blurred).
	Focus on Players	Set the level of character focus from 0% (full clarity) to 100% (characters fully blurred). This effect supersedes other Focus Tweaks.
Depth	Use Z Relative Camera	Yes/No When active, the camera tracks players against depth.
Visuals	Visible in Play Mode	Determines whether or not the Game Camera can be seen in Play Mode.

Movie Camera

Spice up parts of your level with some cinematic pizzazz to punctuate the most epic moments. Have players trigger the Movie Camera to add a dramatic movie moment in the midst of a level.

Movie Camera Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Basic Settings	Angle & Zoom	Set how close the Movie Camera is to the action and from which angle it's aimed.
	Zone	Use the left stick to adjust the position and the right stick to change the size of the area players must be in to activate the Movie Camera. The shoulder buttons function as they would with a material.
Transition	Transition Type	Select between Cut, Hard Pan, Soft Pan, Fade, Zoom Fade, and Cross Fade.
	Add Transition Key Frame	Available on Soft and Hard Pans. Set a number of transition points as part of the pan.
	Fade Audio	Yes/No Available on Fade and Zoom Fade.
	Fade Color	Adjust color of fade. Available on Fade and Zoom Fade.
Brightness	Brightness	Determines the brightness of the transition. Toggle between 0% and 200%. Available on Fade and Zoom Fade.
Movement	Track Player	Yes/No Determines if the Movie Camera follows the player.
	Local Space	Yes/No When active, camera effects are relative to the object it is attached to.
	Camera Shake	Determines how shaky the camera is when active. Set between 0% (no shake) and 100% (maximum shake).
Timing	Transition Timing	Set, in seconds, the time your transition takes.
	Use Hold Time	Yes/No
	Hold Time	Set the Hold Time for a shot while the camera is active. Available only when Use Hold Time is set to Yes.
Focus	Depth of Field (Back)	Set the level of background focus from 0% (full clarity) to 100% (background fully blurred).
	Depth of Field (Front)	Set the level of foreground focus from 0% (full clarity) to 100% (foreground fully blurred).
	Disable Controllers	Toggle whether or not players can control their sack people while the Movie Camera is active.
	Flatness	Determines how much or little the level appears to protrude. Toggle between 5 and 90.
Trigger	Require All Players	Yes/No Determines whether or not all players must be in the Movie Camera's zone to trigger it.
	Skippable	Yes/No Determines whether or not players can skip the Movie Camera after it's been activated.
Depth	Use Z Relative Camera	Yes/No When active, the camera tracks players through different depths.
Visuals	Visible in Play Mode	Determines whether or not the Movie Camera can be seen in Play Mode.

Snapshot Camera

Give players a chance to capture moments for posterity as they frolic through your level. A sack person entering trigger range starts the countdown before a picture-perfect memory is taken and deposited under My Pictures.

Snapshot Camera Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Basic Settings	Angle & Zoom	Set how close the Snapshot Camera is to the action and from which angle it's aimed.
	Zone	Use the right stick to adjust the position and size of the area players must be in to activate the Snapshot Camera.
Trigger	Require All Players	Yes/No Determines whether or not all players must be in the Snapshot Camera's zone to trigger it.
	Countdown	Set the amount of time in seconds players have before the picture is taken.
Depth	Use Z Relative Camera	Yes/No When active, the camera tracks players against depth.
Visuals	Visible in Play Mode	Determines whether or not the Snapshot Camera can be seen in Play Mode.

ADVENTURING

Object Saver

For levels with multiple parts or staged progression, this tool is invaluable. Slap it on anything, and that object's location and state are saved between plays.

Object Saver Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Properties	Visible in Play Mode	Yes/No.

Quest Tweaker

As the primary questing tool, the Quest Tweaker is responsible for all state changes, activation, completion, or deactivation of a quest or its objectives in the Organizertron. Be sure to use the Global Stuff menu to create a quest in order to use this and the other Adventure tools.

Quest Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Select Quest	Quest Title	Select available quests created in the Global Stuff menu.
	Objective Title	Select an objective under the main quest selected above (can be left as No Label to affect the overall quest but not an objective).
Action	Input Action	Select between Active, Complete, and Deactivate.
	Trigger Via Prompt	Yes/No.
	Layer Detection Range	Set between 1 and 16.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.

Quest Sensor

The Quest Sensor senses the current state of a quest and activates when set progression is met.

Quest Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Select Quest	Quest Title	Select for available quests created in the Global Stuff menu.
	Objective Title	Select an objective under the main quest selected above (can be left as No Label to affect the overall quest but not an objective).
Trigger	State	Select between: Active, Complete, and Inactive.
	Tracked Quests Only	Yes / No.
Output	Invert Output	Yes / No.
Visuals	Electronics and Cables Visibility	No / Switch Visible / Switch and Cables Visible.
	Color	Adjust Sensor Color.

Quest Marker

Create waypoints associated with individual quests and/or objectives that are visible when using the "Guide Me" option of the Organizertron.

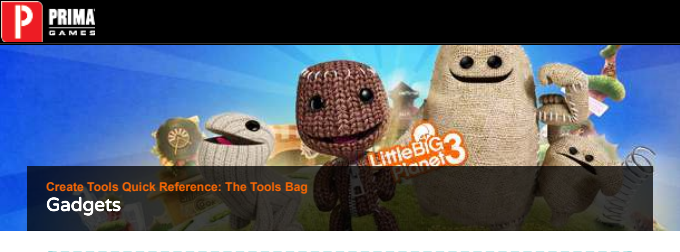
Quest Marker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Select Quest	Quest Title	Select from available quests created in the Global Stuff menu.
	Objective Title	Select an objective under the main quest selected above.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.

DYNAMIC THERMOMETER

CONDITIONAL CRAFTING

Dynamic Thermometer Tools are only effective in levels built using the Dynamic Thermometer. This option is found in the Global Stuff menus of your Popit. The Dynamic



Create Tools Quick Reference: The Tools Bag

Gadgets

SENSORS

Primary Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Item	Set the specific sticker players must place on the object to activate the Sticker Sensor.
Range	Minimum Detection Range	Establishes the minimum distance away a sack person must be to activate the Sensor.
	Maximum Detection Range	Establishes the maximum distance away a sack person can be to activate the Sensor.
	Trigger Angle Range	Establishes the angular range a sack person must be within to activate the Sensor. Set the range from 0° to 360°.
	Layer Range	Establishes how many layers away from the Sensor a player can be and still activate it. Set between 0–16
Count	Number of Players Required	Set the number of players necessary to trigger the Player Sensor. Set the required number between 1 and 4.
	Requires All Players	Determines whether or not the Player Sensor requires all players to activate.
	Detects unspawned players	Establishes whether or not the Player Sensor detects unspawned players.
	Number of Keys Required	Set the number of Tags necessary to trigger the Tag Sensor. Set the required number between 1 and 100.
Tag Type	Tag Color	Set the Tag Color that triggers the Tag Sensor.
	Select or Tweak a Tag Label	Keep track of your Tags by labeling them.
Trigger	Target Score	Set the score a player must achieve in order to trigger the Score Sensor.
	Include Rigid Connections	Determines whether or not material glued or connected to the object also triggers its Sensor.
	Include Touching	Determines whether or not simply touching the object triggers the Impact Sensor.
	Require Tag	Establishes whether or not the object striking the Impact Sensor must also have the specified Tag to trigger it.
Output	Invert Output	Inverts the default output state of the Sensor from off to on.
	Output Value	Decides whether the Tag Sensor's output is either on/off based on Tag signal strength, or whether it varies depending on the closeness of the Tag.
Visuals	Length	—
	Electronics and Cable Visibility	Establishes which parts of the Sensor are visible. (No, Switch Visible, Switch and Cables Visible.)
	Visible in Play Mode	Determines whether or not the Sensor is visible in Play Mode.
	Color	Set the color of the Sensor to help keep track of it.

Tag

The other half of the Tag equation is the labeling system. Tags come in eight different colors and can also be provided with a Tag Label to allow near-unlimited triggering possibilities.

Tag Adjustments

- Tag Color
- Select or Tweak a Tag Label
- Visible in Play Mode

Tag Sensor

Like the scanner at the grocery store, the Tag Sensor is designed to detect very particular Tags. This gadget activates only when it detects a Tag of the corresponding color or Tag Label within its radius.

Impact Sensor

This tough gadget knows how to take a hit. Attach the Impact Sensor to an object, and it activates whenever anything makes contact with it. You can tweak it so that the slightest touch activates it, or adjust it to require a hit from an object with a particular Tag.

Water Sensor

This Sensor activates the moment the object it's attached to gets the slightest bit wet. It's designed for occasions when you expect players to douse particular objects or the level itself in H2O.

Tag Sensor Adjustments

- Minimum Detection Range
- Maximum Detection Range
- Trigger Angle Range
- Layer Range
- Detect Tags in Same Microchip
- Number of Keys Required
- Tag Color
- Select or Tweak a Tag Label
- Invert Output
- Output Value
- Show Radii in Play Mode
- Electronics and Cable Visibility

Impact Sensor Adjustments

- Character to Detect
- Include Rigid Connections
- Trigger Angle Range
- Include Touching
- Require Tag
- Tag Color
- Select a Tag Label
- Invert Output
- Electronics and Cable Visibility
- Color

Water Sensor Adjustments

- Invert Output
- Electronics and Cable Visibility
- Color

Remote Tag Sensor

Like two lost lovers, this senses when a Tag is active, even when that Tag is far-flung.

Remote Tag Sensor Adjustments

- Tag Type
- Select a Tag Label
- Invert Output
- Electronics and Cable Visibility

Speed Sensor

This senses the velocity of an object.

Speed Sensor Adjustments

- Maximum Speed
- Directions (Up, Down, Left, Right, In, Out, and all combinations thereof)
- Local Space
- Invert Output
- Electronics and Cable Visibility
- Color

Rotation Sensor

When it's dizzying, twirling, and, yes, sometimes nauseating spirals that you're looking for, this is the Sensor for you. The Rotation Sensor detects the rotational speed of an object.

Rotation Sensor Adjustments

- Rotational Speed
- Directions (Clockwise, Anti-Clockwise, Both Directions)
- Invert Output
- Electronics and Cable Visibility
- Color

Angle Sensor

Whether you are looking to detect when something is topsy or turvy, the Angle Sensor has the situation covered. It senses the exact angle of an object.

Angle Sensor Adjustments

- Trigger Angle Range
- Invert Output
- Electronics and Cable Visibility
- Color

Interactive Live Stream Sensor

Do you ever get the feeling you're being watched? In LittleBigPlanet 3, it just might be that you are! As long as the denizens of the Craftverse are peeking in, you might as well let them contribute. This Sensor detects when your game is being livestreamed and allows up to five key phrases to be used as triggers for individual outputs.

Interactive Live Stream Sensor Adjustments

- Chat Sample time (represents the window for data collection)
- Key Phrase (one-five)
- Behavior (Output all of the time or After Sample time)
- Electronics and Cable Visibility
- Color

LOGIC

Basic Logic Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Ports	Number of Ports	Determines the number of inputs for the Logic gadget.
Output	Invert Output	Inverts the default output state of the Logic gadget from off to on.
Visuals	Electronics and Cable Visibility	Establishes which parts of the Logic gadget are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the Logic gadget to help keep track of it.

AND Gate

This gadget activates when both of the inputs attached to it are active.

AND Gate Adjustments

- Number of Ports
- Invert Output
- Output Value
- Electronics and Cable Visibility
- Color

OR Gate

This gadget activates when either of the two inputs attached to it is active.

OR Gate Adjustments

- Number of Ports
- Invert Output
- Output Value
- Electronics and Cable Visibility
- Color

XOR Gate

This gadget activates when one and only one of the inputs attached to it is active.

XOR Gate Adjustments

- Number of Ports
- Invert Output
- Electronics and Cable Visibility
- Color

Timer

A particular variety of Counter, the Timer looks identical and passes time regardless of input. When the specified amount of time elapses and the Timer is full, the connected output is triggered.

Timer Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Timing	Target Time	Set the target time that must be reached to trigger an attached output.
	Current Time	Set or view the current time.
	Input Action	Determines what effect a connected input has on the Timer (Start/Stop, Forwards/Backwards, Start Count Up, Start Count Down, Speed Scale).
Output	Invert Output	Inverts the default output state of the Counter from off to on.
Visuals	Length	Set the length of the Timer. Toggle between 1.0X and 100.0X.
	Electronics and Cable Visibility	Determines which parts of the Timer are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the Timer to help keep track of it.

Counter

It's important to have clearly defined goals, and there's nothing clearer than a quantified objective. Counters are extremely useful for tracking player progress by increments. These tools can keep track of how many times a sponge has been grabbed or a button has been pressed, and then activate an output once the threshold has been reached.

Counter Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Count	Target Count	Set the target count that must be reached to trigger an attached output.
	Current Count	Set or view the current count.
Output	Invert Output	Inverts the default output state of the Counter from off to on.
Visuals	Length	Set the length of the Counter. Toggle between 1.0X and 100.0X.
	Electronics and Cable Visibility	Determines which parts of the Counter are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the Counter to help keep track of it.

NOT Gate

This gadget activates only when the attached input is inactive.

NOT Gate Adjustments

- Invert Output
- Electronics and Cable Visibility
- Color

Direction Splitter

In a feat that some might call a miracle and others might call witchcraft, this gadget takes a single input and turns it into two outputs. This voodoo may seem strange at first, but when combined with a 3-Way Switch, two different outputs can be triggered individually from a single input source.

Direction Combiner

The not-so-evil twin of the Direction Splitter, the Direction Combiner takes two inputs and combines them into one output. The catch is that this gadget only activates its output when one of the two inputs is activated, but never both.

Direction Splitter/Combiner Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Output	Invert Output	Inverts the default output state of the gadget from off to on.
Visuals	Electronics and Cable Visibility	Determines which parts of the gadget are visible. (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the gadget to help keep track of it.

Toggle

Toggle is one gadget that can't seem to make up its mind. Each time its input is triggered, it cycles between being active and being inactive. Just don't ask it whether the chicken or the egg came first.

Toggle Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Output	Current State	Set the current state of the Toggle (Yes/No).
Visuals	Electronics and Cable Visibility	Determines which parts of the Toggle are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the Toggle to help keep track of it.

Selector

The Selector is a handy hub where an equal number of inputs and outputs can be routed through the same place to reduce clutter. Alternatively, a single input can be used with the Selector to cycle through all the connected outputs.

Selector Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Ports	Number of Ports	Determines how many inputs/outputs the Selector has.
	Current State	View or select which output is currently active.
Output	Invert Output	Inverts the default output state of the Selector from off to on.
Visuals	Electronics and Cable Visibility	Determines which parts of the Selector are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the Selector to help keep track of it.

Battery

Sends a constant input signal to trigger whatever it's attached to.

Battery Adjustments

- Output
- Invert Output
- Electronics and Cable Visibility
- Color

Randomizer

Random chance can be wonderful or it can be cruel, depending largely on which gadgets you attach your Randomizer to. When active, it activates one (or none) of the connected outputs at random.

Randomizer Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Pattern	Pattern	Choose the pattern the Randomizer uses to select an output (One at a Time, Add, Add and Reset When Full, Toggle).
	New pick each time	Yes/No Determines if the new random output chosen must differ from the previously selected output.
	Input Action	Determines whether or not a connected input toggles the Randomizer on/off or overrides the time settings with the default pattern (On/Off, Override Pattern).
On Time	Minimum On Time	Set the minimum amount of time the Randomizer stays on.
	Maximum On Time	Set the maximum amount of time the Randomizer stays on.
Off Time	Minimum Off Time	Set the minimum amount of time the Randomizer stays off.
	Maximum Off Time	Set the maximum amount of time the Randomizer stays off.
Output	Invert Output	Inverts the default output state of the gadget from off to on.
Visuals	Electronics and Cable Visibility	Determines which parts of the Randomizer are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the Randomizer to help keep track of it.

Wave Generator

Anyone who has used a TI-85 knows all about sine waves. They are the most mesmerizing alternative to any given task in math class. Here, the power of that regular pattern is packed into a nifty gadget that arcs its output against the wave pattern.

Wave Generator Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Timing	Time	Set, in seconds, the time it takes to transition between outputs.
	Pause	Set, in seconds, the hold time between transitions.
	Sync	Input the sync timer to match the outputs of other synced tools.
Input Action	Input Action	Shift between Speed Scale, Positional, and Stop/Start.
Output	Max Output Value	Set between 1.00 and -1.00.
	Min Output Value	Set between 1.00 and -1.00.
	Invert Output	Inverts the default output state of the gadget from off to on.
Visuals	Electronics and Cable Visibility	Determines which parts of the Randomizer are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color.

LOGIC CONTAINERS/CONTROLLERS

Microchip

The Microchip takes up only a tiny part of your object's surface to allow an impressive amount of gadget placement upon its almost boundlessly large Circuitboard. Use the left stick to reposition the protruding Circuitboard and the right stick to expand its size. Anything attached to a Microchip behaves as though it were directly attached to the object the Microchip is sitting on.

Microchip Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Name	Enter a name for the Microchip.
Display	Show Circuitboard	Determines whether or not the Circuitboard is visible.
	Stabilize Circuitboard	Yes/No.
Visuals	Hide Outgoing Wires when Circuitboard is Closed	Determines whether or not the wired connections to the Microchip are still visible when the Circuitboard is closed.
	Electronics and Cable Visibility	Establishes which parts of the Microchip are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color of the Microchip to help keep track of it.

Broadcast Microchip

Groupthinking is a thing in the real world, and so too in LittleBigPlanet 3. The difference is that here, it is managed by Broadcast Microchips rather than catchy pop songs. Once an appropriate object or character enters its range, the Broadcast Microchip's programming is projected into the target while it remains in area of effect.

Broadcast Microchip Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Name	Enter a name for the Broadcast Microchip.
	Broadcast Target	Tags, Objects, and Creatures.
	Tag Type	Set target Tag type (only when Tags are selected as the target).
	Character to detect	Set target character type (only when Creatures are selected as the target).
Range	Broadcast to	Closest in Range, All in Range, or All in Contact.
	Minimum Detection Range	0–∞.
	Maximum Detection Range	0–∞.
	Trigger Angle Range	0-360.
	Layer Range	0-16.
Display	Show Circuitboard	Determines whether or not the Circuitboard is visible.
	Stabilize Circuitboard	Yes/No.
Visuals	Hide Outgoing Wires when Circuitboard is Closed	Determines whether or not the wired connections to the Broadcast Microchip are still visible when the Circuitboard is closed.
	Electronics and Cable Visibility	Establishes which parts of the Broadcast Microchip are visible (No, Switch Visible, Switch and Cables Visible).
	Color	Set the color.

Sequencer

Similar to the Microchip, the Sequencer is more than just an expandable drawing board for your gadgets. Gadgets attached to the sequencer trigger in the order they are laid out from left to right, based on the amount of time you decide each vertical stripe represents. Overlapping attachments like cameras can automatically transition, allowing for smooth changes from one action to the next.

Sequencer Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Sequencer Name	Name your Sequencers to help keep track of them.
Trigger	Trigger Radius	Establishes the radius a sack person must be in to activate the Sequencer.
	Layer Detection Range	Establishes the maximum layer distance a sack person may be from the sequencer in order to activate it. Toggle between 0 and 16.
Input Action	Input Action	Determines what effect a connected input has on the Sequencer (Start playing forwards', Start playing backwards', Speed Scale, Positional, Start/Stop).
Behavior	Seconds per Stripe	Set the number of seconds represented by each vertical stripe on the Sequencer. Toggle between 0.1 and 100.0.
	Loop	Toggle whether or not the Sequencer loops after it finishes.
Visuals	Show Circuitboard	Determines whether or not the Circuitboard is visible.
	Visible in Play Mode	Determines whether or not the Sequencer can be seen in Play Mode.
	Color	Set the color of the Sequencer to help keep track of it.

Controlinator

Now this is a real humdinger of a gadget. A player's sack person can enter one by pressing ●. Then, quite magically, their controller's many buttons and sticks now function as dictated by the Controlinator. Reassign button actions, analog sticks, and even motion controls to your heart's content. Connect the different parts of Controlinator's controller mock-up to your bolts, gadgets, or whatever.

Controlinator Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Name	Name your Controlinators to help keep track of them.
Control	Remote Control	Toggle whether or not the Controlinator operates an object remotely (No, Transmitter, Receiver).
	Controlinator Frequency Color	Set the frequency used by the Controlinator to one of eight colors (when set to Transmitter or Receiver only).
	Controlled by Nearest Player	An alternative option to the frequency colors (when set to Receiver only).
	Disable Popit	Determines whether or not players can access their Popits while using the Controlinator.
Trigger	Set Trigger Radius	Establishes the radius a sack person must be within to enter the Controlinator.
	Layer detection range	Establishes the maximum layer distance a sack person may be from the Controlinator in order to activate it. Toggle between 0 and 16.
	automatically enter	Determines whether or not the sack person automatically enters the Controlinator upon entering the Trigger Radius.
Players	Players	Determines if all or only the lead player can interact with the Controlinator.
Display	Show Circuitboard	Determines whether or not the Circuit Board is visible.
	Stabilize Circuitboard	Determines if the Circuitboard orientation stays the same regardless of the object it is attached to.
Visuals	Side-Mounted	Toggles whether or not the player is seated on top of or perpendicular to the Controlinator.
	Visible in Play Mode	Determines whether or not the Sequencer can be seen in Play Mode.

MOVERS

Mover Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Speed	Left/Right Speed	Determines the Mover's horizontal speed. Set the speed between 0 and 100.
	Up/Down Speed	Determines the Mover's vertical speed. Set the speed between 0 and 100.
	Maximum Speed	Determines the Mover's maximum speed. Set maximum speed between 0 and 100.
	Local Space	Determines whether the Mover continues to move in the same initial direction or whether its trajectory changes based on the object's orientation.
	Allow Up-Down Movement	Determines whether or not the Mover tracks its target's vertical motion.
	Allow In-Out Movement	Determines whether or not the Mover tracks its target's movement between layers.
	Flee Rather Than Follow	Establishes whether or not the Mover flees or follows its target.
Strength	Acceleration	Determines the rate at which the Mover increases its speed. Set acceleration between 0% and 100%.
	Deceleration	Determines the rate at which the Mover decreases its speed. Set deceleration between 0% and 100%.
	Allow Pushing	Allows the Mover to push other objects out of its way.
	Stay On	Determines whether or not the Mover stays on.
	Maximum Weight that Can Be Pushed	Determines the maximum weight the Mover can push out of its way. Set the maximum weight between 0.1 and ∞.
Trigger	Minimum Detection Range	Establishes the minimum distance a sack person must be to activate the Mover.
	Maximum Detection Range	Establishes the maximum distance a sack person can be to activate the Mover.
	Trigger Angle Range	Establishes the angular range a sack person must be within to activate the Mover. Set the angular range between 0° and 360°.
	Follow Tag Instead	Changes the Mover's behavior to track a particular Tag instead of the player.
Visual	Visible in Play Mode	Determines whether or not the Mover appears in Play Mode.

Mover

Have all the fun of moving without a truck rental. An object with a Mover attached to it zips along in one direction (and one direction only), propelled by an invisible force. Normally, Movers travel to the right or straight up depending on their values, but negative values allow them to travel left or down.

Mover Adjustments

- Left/Right Speed
- Up/Down Speed
- Local Space
- Acceleration
- Deceleration
- Input Action
- Visible in Play Mode

Advanced Mover

Whenever you feel like you're only going in one direction, the Advanced Mover has got you covered. This gadget gives objects free rein to move up, down, left, and right, and it also works quite well with the Controlinator.

Advanced Mover Adjustments

- Maximum Speed
- Local Space
- Acceleration
- Deceleration
- Input Action
- Visible in Play Mode

Follower

With this gadget, pet rocks aren't the only inanimate objects that can be your best friend. Objects with the Follower attached keep up with either your sack person or a Tag of your choice.

Follower Adjustments

- Maximum Speed
- In Out Speed
- Acceleration
- Stabilizer
- Minimum Detection Range
- Maximum Detection Range
- Trigger Angle Range
- Layer Detection Range
- Input Action
- Allow Up-Down Movement
- Flee Rather Than Follow
- Follow Tag or Character
- Character to Detect
- Tag Color
- Select or Tweak a Tag Label
- Visible in Play Mode

In/Out Mover

Add some depth to your level layout's personality with an In/Out Mover. Objects equipped with one can travel between each of the many planes. Hook it up to an input to dictate when and how it moves back and forth.

In/Out Mover Adjustments

- Maximum Speed
- Allow Pushing
- Maximum Weight that Can Be Pushed
- Current Weight
- Input Action
- Visible in Play Mode

Advanced In/Out Mover

It's more than the addition of a plus sign that makes this Mover advanced. With 16 layers to work with, this little guy gives you a lot more control over layer transitions.

Advanced In/Out Mover Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Speed	Maximum Speed	Set movement speed between 0.0 and 100.00.
Strength	Allow Pushing	Yes/No.
	Maximum Weight that Can Be Pushed	0–∞.
Current Weight		Displays Weight of the object the Mover is attached to.
Layer Boundaries	Front Layer	Set between 1 and 16.
	Back Layer	Set between 1 and 16.
Input Action	Movement Type	Directional Speed or Positional.
	Input Action	On/Off, Strength Scale, or Speed Scale.
Visuals	Visible in Play Mode	Yes/No.

Motion Recorder

The Motion Recorder lets you record complex motions with, well, motion. Use the touch pad of the DualShock®4 or a PlayStation® Motion Controller to record the desired movements.

Motion Recorder Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Record	Once active, use your controller to map complex movements to the Mover.
Playback	Loop	Yes/No.
	Playback	Set between Start playing forwards', Start playing backwards', or Forwards/Backwards.
	Speed	Set movement speed between 0.0 and 100.00.
	Input Action	On/Off, Strength Scale, or Speed Scale.
Visuals	Visible in Play Mode	Yes/No.

Force Chip

Like the most powerful magnet in the world, the Force Chip has the power to attract or repel.

Force Chip Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Strength	Strength	Set the forcefulness of the chip between 100% and -100%.
Range	Range	Set the area of effect between 0.0 and ∞.
	Layer Detection Range	0-16.
Affect	Affect Sack Things	Yes/No.
	Tagged Objects	No, Ignore Tagged Objects, or Affect Tagged Objects.
	Tag Type (Only available when Tags are affected)	Select Tag Color.
	Select or Tweak a Tag Label	Choose or adjust the target Tag name.
Visuals	Visible in Play Mode	Yes/No.

ROTATORS

Rotator Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Speed	Rotation Speed	Determines the speed at which the Rotator spins.
Strength	Acceleration	Acceleration Determines the rate at which the object increases its speed. Set acceleration between 0% and 100%.
	Deceleration	Determines the rate at which the object decreases its speed. Set deceleration between 0% and 100%.
	Input Action	Determines what effect a connected input has on the Rotator (On/Off, Strength Scale, Speed Scale).
Trigger	Minimum Detection Range	Establishes the minimum distance a sack person must be to activate the Rotator.
	Maximum Detection Range	Establishes the maximum distance a sack person can be to activate the Rotator.
	Trigger Angle Range	Establishes the angular range a sack person must be within to activate the Rotator. Set the range between 0° and 360°.
	Follow Tag Instead	Changes the Rotator's behavior to track a particular Tag instead of the player.
Visuals	Visible in Play Mode	Determines whether or not the Rotator appears in Play Mode.

Rotator

Attach the Rotator to an object to have it spin in one direction. It's perfect for windmills and vehicles used for one-way trips.

Rotator Adjustments

- Rotation Speed
- Acceleration
- Deceleration
- Input Action
- Visible in Play Mode

Advanced Rotator

The Advanced Rotator is for the true rolling enthusiast. These gadgets can turn in either direction when connected to an input like the 3-Way Switch.

Advanced Rotator Adjustments

- Rotation Speed
- Acceleration
- Deceleration
- Input Action
- Visible in Play Mode

Look At Rotator

When your creation must keep a bead on something at all times, the Look At Rotator fits the bill. The object it's attached to turns to always face the specified target, whether it's a sack person or a Tag.

Look At Rotator Adjustments

- Rotation Speed
- Acceleration
- Minimum Detection Range
- Maximum Detection Range
- Trigger Angle Range
- Layer Detection Range
- Input Action
- Follow Tag or Character
- Character to Detect
- Tag Color
- Select or Tweak a Tag Label
- Visible in Play Mode

Gyroscope

Things are always looking up when there's a Gyroscope involved. Attach this gadget to an object to make sure it's always pointed up, down, or whichever direction you choose. When tipped over, objects with a Gyroscope attached find their way back to equilibrium with the speed and strength that you determine.

Gyroscope Adjustments

- Rotation Speed
- Direction of Rotation
- Acceleration
- Input Action
- Visible in Play Mode

Rocket Rotator

Rocket Rotators combine the tireless directional push of a rocket with the angular control of a rotation tool, just as the name implies.

Rocket Rotator Adjustments

- Rotation Speed
- Acceleration
- Input Action
- Visible in Play Mode

Joystick Rotator

Use the Joystick Rotator in conjunction with the Controlinator to give players direct control over the angle of your creation. Connect the Controlinator's analog sticks to its vertical and horizontal controls. Once a sack person enters the creation's Controlinator, the stick input you define controls the precise angle it's oriented at.

Joystick Rotator Adjustments

- Rotation Speed
- Acceleration
- Input Action
- Visible in Play Mode

EMITTERS

Emitter

Conjuring out of thin air isn't just for wizards anymore. You can tweak Emitters to produce any object of your choosing (or creation). Play around with where the emitted objects manifest, how many are produced, and how long they stick around (among other tweakable properties).

Emitter Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Object	Choose Object	Set the item you want to emit and its emitted location.
	Reference in Play Mode	Choose whether or not to reference the Emitter in Play Mode.
Speed	Linear Velocity	Determines the speed at which the item is emitted. Items begin traveling as soon as they are created.
	Angular Velocity	Set spin rotation on emitted items.
	Ignore Parent Velocity	Toggles whether or not the item's velocity is affected by the speed of the object the Emitter is attached to.
Input Action	Input Action	Determines what effect a connected input has on the Emitter (On/Off, Emit Once, Speed Scale).
Timing	Frequency	Set the amount of time between emitted items.
	Lifetime	Establishes the amount of time before an emitted item is destroyed.
	Sync	Use this value to synchronize the movement of your Emitter with other objects in your level that support it.
Quantity	Max Emitted	Set the total number of items the Emitter can create.
	Max Emitted At Once	Set the maximum number of items emitted during a set Frequency period.
	Destroy Oldest when Max Emitted Reached	Toggle whether or not the oldest emitted item is destroyed once the maximum number has been emitted.
Effects	Create Effect	Determines the visual effect when the item is created (Appear, Expand, Fade).
	Destroy Effect	Determines the visual effect when the item is destroyed (Fall Apart, Disappear, Dissolve, Shrink, Explode, Fade, Splat).
Visuals	Visible in Play Mode	Determines whether or not the Emitter can be seen in Play Mode.
Audio	Enable Sounds	Toggle sounds on/off.

Smoke Machine

Whether it's a haunted house or a sauna, Smoke Machines add atmosphere. Just don't overdo it at the rock & roll show, or the fans might not be able to see the musicians.

Smoke Machine Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Speed	Left/Right Speed	Establishes the horizontal speed of the smoke's movement.
	Up/Down Speed	Establishes the vertical speed of the smoke's movement.
Size	Smoke Size	Determines the size of the smoke produced.
Color	Color	Determines the color of the smoke.
	Brightness	Determines how bright the colored smoke appears. Set the brightness between 0% and 200%.
Visuals	Visible in Play Mode	Determines whether or not the Smoke Machine can be seen in Play Mode.

Note

Notes are handy ways of leaving a message for players to let them know you finished off the milk. Tweak it to keep it hidden from view during Play Mode when you only want to explain how you put your wondrous level together to those exploring it in Create Mode. Notes are especially handy within complex Microchips, helping remind both you and any fellow creators you gift your machinations to what a particular linked set of objects does.

Note Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Text	Note	Enter the text of the note.
Visuals	Show	Determines whether or not the text of the note is visible.
	Visible in Play Mode	Determines whether or not the note can be seen in Play Mode.
Colors	Color	Determines the color of the note.

Bubble Machine

Ever find yourself under water, without scuba gear, short of breath, only to be saved by some bubbles floating up? No? Well, that's probably because you are not a sack person. Bubble Machines distribute air to any soggy knit swimmer that stops by.

Bubble Machine Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Visuals	Visible in Play Mode	Determines whether or not the Bubble Machine can be seen in Play Mode.

OBJECT TWEAKERS

Anti-Gravity Tweaker

Gravity doesn't have to be a cruel mistress to objects you've attached the Anti-Gravity Tweaker to. You can change how diminished the pull of gravity is upon the objects, whether the objects stay fixed in place when nudged, and whether they actively resist gravity rather than just defying it.

Anti-Gravity Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Effect	Anti-Gravity	Determines the degree to which the object resists gravity. Set gravity resistance between 0% and 100%.
	Damping	Determines how quickly the object slows down. Set dampening between 0% and 100%.
	Zero Buoyancy	Determines how much the object floats in water. Set buoyancy between 0% and 100%.
Input Action	Input Action	Determines what effect a connected input has on the Anti-Gravity Tweaker (On/Off, Strength Scale).
Visuals	Visible in Play Mode	Determines whether or not the Anti-Gravity Tweaker is visible in Play Mode.

Opacity Tweaker

It's not always easy to see things clearly, especially when there's something blocking your view. Now, rather than build objects out of glass or move them out of the way altogether, you can attach an Opacity Tweaker and make them as see-through as you like.

Opacity Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Opacity	Set between 0% and 100%.
	Fade Time	0.00–∞ in seconds.
Behavior	Dim Lights	Yes/No.
	Include Rigid Connections	Yes/No.
	Input Action	On/Off or Strength Scale.
Visuals	Visible in Play Mode	Yes/No.

Material Tweaker

Material properties aren't set in stone, not even for the rockiest material! Attach the Material Tweaker to add or adjust characteristics, such as bounce, friction, stickiness, grabbability, and indestructibility.

Material Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Gameplay	Grabbability	Set whether the material can be grabbed by default, by one player, by no one, or by all players.
	Grabbable by	Set if the material can be grabbed by the player, their Popit Cursor, or both. Choose between Player and Cursor, Player Only, and Cursor Only.
	Climbable	Toggle whether or not players can climb the material.
Behavior	Bouncy	Determines the how much the material bounces. Set the bounce property between 0% and 100%.
	Friction	Determines how much resistance from friction the material is subject to. Set the friction property between 0% and 100%.
	Stickiness	Determines whether other objects stick to the material being tweaked or whether it resists being stuck to other sticky objects (Normal, Sticky, Non-Stick).
	Indestructible	Determines whether or not the material is immune to destruction.
Effects	Remove Bevel	Enable to remove the beveled edge from the material.
	Cast Shadows	Determine if the material casts shadows on the level.
Visuals	Visible in Play Mode	Determines whether or not the Material Tweaker is visible in Play Mode.
Audio	Physics Sounds	Toggles whether or not the sounds of the object's physics interactions are audible.

Physics Tweaker

Bending the laws of reality (as loose as they are in LittleBigPlanet 3) is what the Physics Tweaker is all about. Change the weight and collision properties of any material. A sponge block that weighs a ton? Sure, why not?

Physics Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Collisions	Collisions	Change between On, Off, Tagged Objects, and Ignore Tagged Objects.
Tag Type (Only when selected in Collisions)	Tag Color	Set the Tag Color.
	Select or Tweak a Tag Label	Choose or adjust the target Tag name.
	Sackboy	Set the object to collide with only Sackboy.
	Unntweaked Weight	Displays the native weight of the object the Tweaker is attached to.
Current Weight	Change Weight	Yes/No.
	New Weight	0.0–∞.
Behavior	Include Rigid Connections	Yes/No.
Visuals	Visible in Play Mode	Yes/No.

Destroyer

Customize the manner in which things are obliterated with the Destroyer. Attaching it to an object allows its destruction to spread to rigid Connectors, and you can also select the visual effect used when it's destroyed.

Destroyer Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Behavior	Include Rigid Connections	Determines whether or not material glued or connected to the object is also destroyed.
Visuals	Destroy Effect	Determines the visual effect when the Destroyer is triggered (Fall Apart, Disappear, Dissolve, Shrink, Explode, Fade, Splat).
	Visible in Play Mode	Determines whether or not the Destroyer is visible in Play Mode.

Shardinator

Less a Tweaker and more of a WMD (Weapon of Material Disintegration), the Shardinator does one thing well: it makes big things into small things. Slap one of these onto any material, and when activated, that material is broken apart.

Shardinator Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Density	Edge Cracks	Determines the disintegrating force of the blast. Set between 0.0 and 100.0.
	Face Cracks	Determines the remaining fractals. Set between 0.0 and 100.0.
Speed	Random Linear Velocity	Affects the outward blast of debris. Set between 0.0 and 100.0.
	Random Angular Velocity	Affects the spin of outgoing particulates. Set between 0 and 1500.
Timing	Trigger Delay	Set, in seconds, the delay between trigger and blast.
	Lifespan	Set, in seconds, the amount of time point initial blast that the shards remain.
Effects	Shard Effect	Sets the effect on an object when the Shardinator is triggered. Set between Explode, Fade, Splat, Vaporise, Confetti, Disappear, Dissolve, and Shrink.
	Destroy Effect	Sets the effect on an object when the Shardinator's lifespan is up. Set between Explode, Fade, Splat, Vaporise, Confetti, Disappear, Dissolve, and Shrink.
Shards	Dephysicalized Shards	Yes/No.
	Physics Audio	Yes/No.
	Assign Tag to Shards	Yes/No.
Tag Type	Tag Color	Set the Tag Color (only when Assign Tag is set to Yes).
Visuals	Visible in Play Mode	Yes/No.

WORLD TWEAKERS

Global Anti-Gravity Tweaker

When your level takes players to different planets, it probably makes sense to change the gravity along with the setting. Have it increase or decrease as needed when a sack person enters this gadget's trigger range, or connect it to the input of your choice.

Global Anti-Gravity Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Gravity	Gravity	Set Between 0% and 400%.
Trigger	Trigger Radius	0.0–∞.
	Layer Detection Range	0-16.
	Only Activate Once	Yes/No.
Transition Time	Transition Time	Set, in seconds, the about of time it takes for the new gravity to take hold once triggered.
Visuals	Visible in Play Mode	Yes/No.

Global Lighting Tweaker

Whether the power's just gone out or a sack person has just exited a dank cave into the bright sunlight, level lighting must change to fit the circumstances. Using the proximity trigger or another input, this gadget can adjust any aspect of the level's global lighting.

Global Lighting Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Lighting	Lighting	Adjust brightness slider.
	Darkness	Adjust visibility slider.
	Fogginess	Set between 0% and 100%.
	Fog Color	Adjust color slider.
	Color Correction	Adjust color correction slider.
Trigger	Trigger Radius	0.0–∞.
	Layer Detection Range	0-16.
	Only Activate Once	Yes/No.
Transition Time	Transition Time	Set, in seconds, the about of time it takes for the new lighting to take hold once triggered.
Visuals	Visible in Play Mode	Yes/No.

Global Audio Tweaker

Sometimes a cave is really just a big room without the correct echo. When your level needs to not just look but also sound right, the Global Audio Tweaker can change up the audio mix and adjust reverb levels to provide the perfect soundtrack for your creation.

Global Audio Tweaker Adjustments

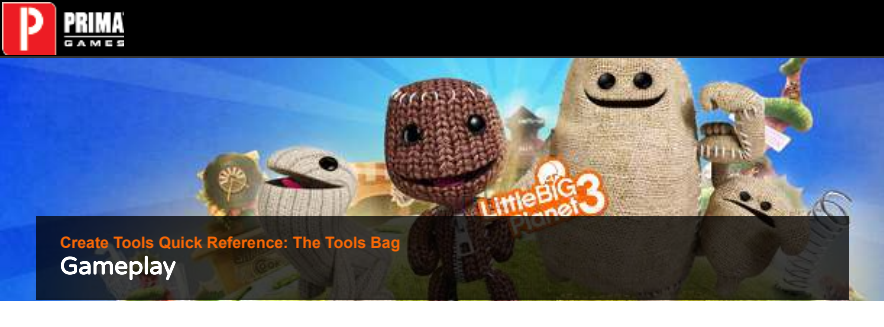
ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Audio	Choose Ambience	Select ambient audio from the list.
	SFX Volume	0%-100%.
	Background Volume	0%-100%
	Music Volume	0%-100%.
	Dialogue Volume	0%-100%.
Reverb Settings	Reverb Settings	Select ambient audio from the list.
	SFX Reverb Send	0%-100%.
	Music Reverb Send	0%-100%.
	Dialogue Reverb Send	0%-100%.
Low Pass Filter Settings	SFX Filter Amount	0%-100%.
	Music Filter Amount	0%-100%.
	Dialogue Filter Amount	0%-100%.
	High Pass Filter Amount SFX Filter Amount	0%-100%.
	Music Filter Amount	0%-100%.
	Dialogue Filter Amount	0%- 100%.
Trigger	Trigger Radius	0.0–∞.
	Layer Detection Range	0-16.
	Only Activate Once	Yes/No.
Transition Time	Transition Time	Set, in seconds, the about of time it takes for the new audio to take hold once triggered.
Visuals	Visible in Play Mode	Yes/No.

Global Water Tweaker

The Global Water Tweaker is a great way to cool players down when the heat is on. When a sack person comes within trigger range of this gadget, the water level rises to a height of your choosing.

Global Water Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Water	Water Level	Set water level between 0 and 192.3.
	Wave Height	0.00-2.00.
	Water Color	Set color slider.
	Water Murkiness	0%-100%.
	Water Bits	0%-100%.
	Water Drain Sound	Yes/No.
	Light Patterns	Yes/No.
Trigger	Trigger Radius	0.0–∞.
	Layer Detection Range	0-16.
	Only Activate Once	Yes/No.
Transition Time	Transition Time	Set, in seconds, the about of time it takes for the new water levels to take hold once triggered.
Visuals	Visible in Play Mode	Yes/No.



CONNECTORS

Connector Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Interacts With	Determines whether the Connector interacts with only the Rail Hook, only the Hook Hat, both the Rail Hook and the Hook Hat, or neither.
	Hook Motion	Determines whether or not the Connector's motion is motorized or non-motorized.
Basic Settings	Rotation	Determines the range across which the Connector rotates. Set the rotation range between 0° and 2,160°.
	Angle	Set the Connector's resting position angle. Set the angle between 0° and 360°.
	Speed	Control the speed of the Connector's rotation. Set the speed between 0 and 1,500.
	Direction	Determines whether the Connector rotates Clockwise or Anti-Clockwise.
	Length	Set the Connector's length.
	Maximum Length	Set the Connector's maximum length.
	Minimum Length	Set the Connector's minimum length.
	Stiff	Determines whether or not the ends of the Connector attach at initial fixed angles to their surfaces.
	Strength	Controls how strong the Connector's tension is. Set the strength between 0% and 100%.
	Acceleration	Control the rate of the Connector's acceleration. Set the rate between 0% and 100%.
	Deceleration	Control the rate of the Connector's deceleration. Set the rate between 0% and 100%.
Timing	Time	Set the amount of time it takes a Connector to complete its action.
	Pause	Set the amount of time before a Connector repeats its action.
	Sync	Use this value to synchronize the movement of your Connector with other objects in your level that support it.
Motion	Input Action	Determines what effect a connected input has on the Connector (On/Off, Forwards/Backwards, Single Cycle, Speed Scale).
	Flipper Type	Determines whether the Connector snaps Clockwise or Anti-Clockwise back to a starting position.
	Reversed	Reverses the initial direction of the Connector's action.
Visuals	Choose Material	Determines what material the Connector is made out of.
	Bolt and Cable Visibility	Determines whether or not cables and/or bolts are visible.
	Visible in Play Mode	Determines whether or not the Connector can be seen in Play Mode.
Audio	Mute	Toggle whether or not the audio is muted.

Bolt

Like Zeus from Mount Olympus, you too can lord over your creations (only you'll be using bolts). Connect two objects with one, and they can swing as freely (or not) as you need. Simply place one object in the layer adjacent to another, line your bolt up between the two, then hold ⊗ until you hear the satisfying sound of it attaching.

Bolt Adjustments

- Strength
- Bolt and Cable Visibility
- Mute

Spring Bolt

When a bit more bounce is needed, add some springtime freshness with the Spring Bolt. Objects connected with these bounce back and forth with as much springiness as you desire before eventually coming to a rest on their own.

Spring Bolt Adjustments

- Angle
- Strength
- Visible in Play Mode
- Mute

Motor Bolt

Motor Bolts aren't for fishing trips. They let you add rotation to objects at varying speeds of your choosing. Powered by some unknown source of renewable energy, they spin forever in a single direction like a rolling stone gathering no moss.

Motor Bolt Adjustments

- Speed
- Direction
- Strength
- Input Action
- Bolt and Cable Visibility
- Mute

Wobble Bolt

Wobble Bolts sweep back and forth across a fixed range forever and ever. Unlike Spring Bolts, their momentum and inertia never diminish. Use them to add a little predictable instability and keep players on their toes.

Wobble Bolt Adjustments

- Rotation
- Angle
- Time
- Pause
- Sync
- Strength
- Input Action
- Flipper Type
- Reversed
- Bolt and Cable Visibility
- Mute

String

String is for loosely attaching two objects to each other. Attach each end of your string to objects and give them a strong, yet flexible, connection.

String Adjustments

- Length
- Visible in Play Mode
- Mute

Rod

There's no need to brace yourself against collapsing creations when using sturdy rods. These Connectors don't bend for anybody, so stick them to objects when you need their stiffness.

Rod Adjustments

- Length
- Stiff
- Visible in Play Mode
- Mute

Elastic

The gymnast cousin to string and rod, elastic adds a flexible yet taut Connector to your objects. No matter how much a sack person stretches and pulls it, the Connector between two objects always springs back into shape, ready for action.

Elastic Adjustments

- Length
- Strength
- Visible in Play Mode
- Mute

Spring

These gadgets are the life of the party, letting you connect objects with a bouncy spring. Use them to craft a tough suspension for a vehicle you're making, or simply use them to hang mistletoe from the ceiling with a little bounce.

Spring Adjustments

- Length
- Stiff
- Strength
- Visible in Play Mode
- Mute

Winch

The chain links of this Connector hold tight under the greatest of strains. Use a winch when you need a retracting Connector, like a drawbridge or an anchor.

Winch Adjustments

- Maximum Length
- Minimum Length
- Time
- Pause
- Sync
- Strength
- Input Action
- Flipper Type
- Reversed
- Visible in Play Mode
- Mute

Piston

The piston's mechanism works tirelessly to expand and contract while connected to two objects. Objects connected in this manner move together and then apart at regular clockwork intervals. You could probably set your watch by it.

Piston Adjustments

- Maximum Length
- Minimum Length
- Stiff
- Time
- Pause
- Sync
- Strength
- Input Action
- Flipper Type
- Reversed
- Visible in Play Mode
- Mute

Bendy Rail

The Bendy Rail is the rail that Hook Hats and Rail Hooks glide along so effortlessly. They are placed in the world like track. You can run them along all 16 layers as a tool for both lateral movement and layer transition.

Bendy Rail Adjustments

- Interacts With
- Choose Material
- Visible in Play Mode

Rail Hook

Rail Hooks attach to Bendy Rails and can be either motorized for a constant speed along the rail's path, or guided by gravity. They accept inputs and can have any manner of thing attached to them via Glue.

Rail Hook Adjustments

- Hook Motion
- Speed
- Pause
- Reversed
- Acceleration
- Deceleration
- Input Action
- Visible in Play Mode
- Mute

GETTING AROUND

Bounce Pad

It's too bad Bounce Pad airtime doesn't count toward a pilot's license. These handy gadgets can propel sack people across as much or as little space as you care to tweak them, ranging from a hop shorter than sack person's normal jump to a soaring flight half the maximum height of the level.

Bounce Pad Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Movement	Height	Determines the how high the sack person gets bounced. Toggle between 1.0 and 100.0.
Trigger	Trigger Automatically	Yes/No.

Layer Launcher

This puppy is as advertised: it launches sack folk between layers. You can't ask much more from something called a Layer Launcher.

Layer Launcher Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Movement	Edit Arc	Use the controller to edit the overall path the launcher sends sack people.
	Air Steering	Adjust how much directional control sack people have in the air. Set between 0% and 100%.
Trigger	Trigger Automatically	Yes/No.

Slide

A slippery surface that can transition between layers? Yes, please! This tool goes down like a material, but it creates a diagonal plane between the back and frontmost layer it is placed on. Once placed, a slide can become any material, so it fits into any level's décor.

Slide Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
	Choose Material	Select any material to transform the slide into.
Movement	Deceleration on Impact	0%-100%.
	Slide Speed	0%-100%.
	Steering	Adjust how much directional control sack people have while sliding. Set between 0% and 100%.
Special Properties	Base	Yes/No. Determines whether or not the slide is a diagonal plank or full wedge.
Visuals	Visible in Play Mode	Yes/No.
Color	Color	Set the slide color (only when no material is selected).
	Brightness	Set brightness between 0% and 200%.
Animation	Animation Speed	Set the speed of the slide animation. -200%-200%.

Thruster

You don't need to be a rocket scientist to play around with these nifty engines. Stick them onto your creations for a practical, smoky boost of speed, or slap them on simply for looks. Thrusters can be linked to switches and Sensors for player-controlled locomotion.

Thruster Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
	Acceleration	0%-100%.
	Currently On	Yes/No.
	Input Action	Set between On/Off, Strength Scale, and Stay On.
Audio	Thruster Sound	Yes/No.

Velociporter

The Velociporter is one of a host of tools built to get your sack person from here to there, with nothing in between. These powerful transporters work in pairs via color coordination and allow for two-way travel, making them an ideal method of moving characters from one place to another.

Velociporter Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Transition Type	Velociporter Color	Set color (must work in pairs to function correctly).
	Select or Tweak a Velociporter Label	Choose or adjust the target Velociporter name.
Visuals	Show Velociporter Color	Yes/No.
Audio	Audio	Yes/No.

Wormhole

Similar to Velociporters, Wormholes are also built for traveling from here to there, but these babies have a few more tricks up their interdimensional sleeves. The biggest thing to remember here is that you need two Wormholes to travel, and the output of one must be connected to the input of the other.

Wormhole Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Behavior	Type	Entrance, Exit, or Two Way.
	Players	All/Lead.
Audio	Wormhole Sound	Yes/No.

Character Teleporter

The final option in this instantaneous travel triumvirate is the Character Teleporter. Stick this down anywhere in your level, and once activated (by a Sensor or other input), it teleports the wayward traveler to its location.

Character Teleporter Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Behavior	Teleport All Players	Yes/No.
Timing	Transition Time	Set, in seconds, the gap in time between activation and rematerialization.
	Show Loading Screen	Yes/No.
Visuals	Visible in Play Mode	Yes/No.

SWITCHES

Switch Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Output	Invert Output	Yes/No.
	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible

Button

Channel surfers and ATM users agree that pushing buttons is great. Everyone wants to push a button, particularly giant red ones. Let your players give in to temptation by connecting a button to activate some fanciful gadget or output.

Button Adjustments

- Physical Properties
- Invert Output
- Electronics and Cable Visibility

2-Way Switch

2-Way Switches are straightforward triggers that can be grabbed by a sack person and pulled in one of (surprisingly enough) two directions. It remains neutral when switched to the left, and it activates its connected output when switched to the right.

2-Way Switch Adjustments

- Physical Properties
- Invert Output
- Electronics and Cable Visibility

3-Way Switch

This 2-Way Switch has one major difference. Can you guess what it is? However, in spite of having two directions to go beyond the neutral position, it can only be connected to one output. Combine it with the Direction Splitter to control the forward and backward motion of outputs like the Advanced Rotator.

3-Way Switch Adjustments

- Physical Properties
- Invert Output
- Electronics and Cable Visibility

SPAWNING AND ENDING

Character Changer

To walk though a door and be totally changed, completely ready to face a new challenge, is the dream of everyone who has ever overslept. The Character Changer does a lot more than manage dreams. This tool lets players swap out characters mid-level or even toggle between a few options.

Character Changer Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Character	Character to Spawn As	Select an adventurer.
	Multiple Characters	Yes/No.
	Character To Change Back To	Select an adventurer (only when Multiple Characters is set to Yes).
	Reset	Clear selections and reset to a sack person.
	Acceleration	0%-100%.
	Currently On	Yes/No.
	Input Action	Set between On/Off, Strength Scale, and Stay On.
Visuals	Visible in Play Mode	Yes/No.

Entrance

Well, players can't play your level without a way to get into it, can they?

Entrance Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Entrance Type	Entrance Type	Determines who can enter your level. Set between All Players, Color Coded, and Last Activated.
Infinite Lives	Infinite Lives	Yes/No.
Start Point	Is A Start Point	Yes/No.
	Select or Tweak Start Point Name	Set Label.
Character	Character to Spawn As	Set Character.
	Reset	Default back to a sack person.
Visuals	Visual Style	Determines the appearance of the entrance to match your level (Plastic, Chrome, Cardboard, Wood).
Audio	Checkpoint Sounds	Yes/No.

Close-Level Post

Some levels are designed in such a particular manner that having a party crasher show up can be a real drag. Passing a Close-Level Post prevents other players from joining in once a sack person has progressed past that point.

Checkpoints

These handy little place-savers can help ease frustration should a terrible fate befall a sack person. They come in three varieties: standard (three lives), Double-Life, and Infinite-Life.

Checkpoint Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Entrance Type	Entrance Type	Determines who can enter your level. Choose between All Players, Color Coded, and Last Activated.
Lives	Copy from Previous	Yes/No (not available on Infinite Lives Checkpoint).
Visuals	Visual Style	Determines the appearance of the Checkpoints in your level (Plastic, Chrome, Cardboard, Wood).
Audio	Checkpoint Sounds	Yes/No.

Level Link

Running a fever in the Create Mode Thermometer? Try splitting your grand idea up and using Level Links to connect your level to any other level you've published. There's (virtually) no limit to the number of linked portals you can place. Keen!

Level Link Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Level	Random MM Picks Level	Randomly selects a published level to transport players to. Yes/No
	Visible on Map	Yes/No.
	level	Select the level you want the Level Link to connect to.
	Continue Music	Yes/No.
Start Point	Is a Start Point	Yes/No.
	Select or Tweak a Start Point Name	Set Label (Only when Level Link is a Start Point).
Character	Character to Spawn As	Set Character (Only when Level Link is a Start Point).
	Reset	Default back to a sack person (Only when Level Link is a Start Point).
Properties	Physics Properties	Dynamic Object/Static Object.

Scoreboard

Every level started needs a place to finish, so put a Scoreboard at the end of your magnificent creation to total up the victorious sack person's score. Besides changing the style of its appearance, you can tweak it to assign Level Complete Gifts, Aced Level Gifts, Collected All Gifts, or a Level Link.

Scoreboard Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
	Ends the Adventure	Yes/No.
Level Complete Gifts	Level Complete Gifts	Choose up to three items to gift players who complete the level.
Aced Level Gifts	Aced Level Gifts	Choose up to three items to gift players who ace the level.
Collected Gifts	Collected Gifts	Choose up to three items to gift players who collect all Prize Bubbles in the level.
Level Link	Level Link	Determines whether or not sack people are transported directly to a specific level after arriving at the Scoreboard.
	Select or Tweak a Start Point Name	Set Label.
	Unlock Level	Set a level to be unlocked by completing this one.
Shareable	Shareable	Determines whether or not the items awarded via the Scoreboard can be shared.
Visuals	Visual Style	Determines the appearance of the Scoreboard to match your level (Plastic, Chrome, Cardboard, Wood).

Game Ender

When simply walking up to a Scoreboard doesn't do justice to the trials and tribulations players have gone through, link an input to the Game Ender. Once a sack person triggers the input, they're instantly transported to the Scoreboard.

Game Ender Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Success	Determines whether activating the Game Ender sends the sack person to the Scoreboard or ends the level without completing it.
	Ends the Adventure	Yes/No.
Visuals	Visible in Play Mode	Determines whether or not the Game Ender is visible in Play Mode.

Progress Board

Similar to the Scoreboard, the Progress Board has a few extra options, without any of the bulk. Use this tool to end a level or simply to update players on their status.

Progress Board Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Board Name	Board Name	Set Board Name.
Properties	Ends the Adventure	Yes/No.
Display	Display	Yes/No per option. Show progress on Goodies Collected, Score, Collectabell Count, and Quests Completed.
Ace Prizes	Aced Level Gifts	Choose up to three items to gift players who ace the level.
Goodies Prizes	Collected all Prize Bubble Gifts	Choose up to three items to gift players who collect all Prize Bubbles in the level.
Completion Prizes	Level Complete Gifts	Choose up to three items to gift players who complete the level.
Level Link	Level Link	Determines whether or not sack people are transported directly to a specific level after arriving at the Progress Board.
	Link Level	Where to next? Set destination for the Pod, a Level Link, or Return to Previous Level.

POINTS AND PRIZES

Score Bubble

Give a little incentive to players visiting your level by scattering Score Bubbles around.

Score Bubble Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Score Value	Score Value	Establish Score Bubble worth. Set Between 0 and ∞.

Prize Bubbles

You think the knit folk of *LittleBigPlanet 3* go gaga for Score Bubbles, but just wait until you see how they react over Prize Bubbles. These are one of the best vehicles through which you can give out your wonderful creations, so get sharing!

Prize Bubble Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Prize	Prize	Select a Prize to reward from My Objects or My Pictures.
Shareable	Shareable	Yes/No.

Shop Stall

The Shop Stall functions like the bulkiest Sensor in the lot, but good things come in oversized packages! When stood upon, it detects the score of an adventurer and finds them either adequate or wanting. When the threshold is met, the Shop Stall's output is activated.

Shop Stall Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Score Value	Currency	Collectabells/Score.
	Score Value	0-∞.
Visuals	Visual Style	Determines the appearance of the Shop Stall to match your level (Plastic, Chrome, Cardboard, Wood).

Collectabell

This is a very particular type of currency accepted by Zom Zom. You can place these delightful goodies in your level for players to collect and spend at Shop Stalls.

Collectabell Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Score Value	Score Value	Toggle between 0 and 100.
Color	Color	Determines the appearance of the Collectabell.

Score Sensor

It hardly matters where this Sensor gets attached because it's always keeping track of the score from any position within the level. When players reach the target score you specify, this gadget triggers an attached output.

Score Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Trigger	Currency	Score/Collectabells.
	Target Score	0-∞.
Output	Invert Output	Yes/No.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.
	Color	Adjust Sensor Color.

Score Giver

The Score Giver is a handy way to reward players by connecting it to whatever input you desire. Be creative, and ditch Score Bubbles to give players new ways of setting high scores.

Score Giver Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Reward	Currency	Score/Collectabells.
	Score	-10000-10000.
Scorer	Scorer	Determines whether all players or only the one who triggered the Score Giver receives a reward.
Input Action	Input Action	One Shot, Every Second, or Scaled Every Second.
Multiplier	Multiplier Contribution	Just Score, One Bubbles Worth, One Multiplier, or None.
	Multiplier Timer	Adjust the collection gap to maintain the multiplier. Set between 0 and ∞.
Display	Display	Select Yes/No to display Scores, Display Score Over Player, and Display Multiplier when the reward is collected.
Visuals	Visible in Play Mode	Yes/No.

DANGEROUS

Spikes

Sharp, pointy things sure do have a way of getting the message across without words. If the message you want to send is "beware," then spikes should do the job nicely. Lay out tracts of them wherever players dare not go... or, when you're feeling particularly cruel, exactly where they must.

Spikes Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
	Camera Shine	0%-100%.
	Position in Layer	1-16.

Impact Explosive

These round explosives sure are touchy. The slightest bump is all it takes to detonate their explosive innards, so avoid leaving them scattered about. Just imagine how uncomfortable sharing a packed bus with one must be.

Impact Explosives Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
	Position in Layer	1-16.

Trigger Explosive

These extremely stable explosives are perfect for construction (more accurately, destruction) work that requires controlled demolitions. They don't detonate until triggered via an attached input, but steer clear when they do. For all their quiet reserve, these things definitely make a loud bang.

Trigger Explosives Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
	Position in Layer	1-16.

Missile

Nothing like strapping a rocket to major ballistics to let players know you mean business! Missiles are essentially Impact Explosives with a built-in Thruster component.

Missile Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
	Acceleration	0%-100%.
	Currently On	Yes/No.
	Input Action	On/Off, Strength Scale, or Stay On.
Audio	Thruster Sounds	Yes/No.

Danger Tweaker

Use this when something becomes deadly, rather than starting that way (or vice versa).

Danger Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Effect	Lethal Type	Determines the type of danger the object presents (Fire, Electricity, Plasma, None).
Input Action	Input Action	Determines what effect a connected input has on the Danger Tweaker (On/Off, Stay On).
	Inverted	Inverts the default output state of the Danger Tweaker from off to on.
Visuals	Visible in Play Mode	Yes/No.
Audio	Lethal Sounds	Yes/No.

PROJECTILES

Electricity

These spheres undeniably lend a highly charged atmosphere to your level. Confront players with the shocking mortality of their little sack people with these projectiles.

Fire

The traditional weakness of many supernatural creatures, good old Fire always heats up the action. Players better know how to stop, drop, and roll when facing these fireballs. So long as a sack person only grazes Fire, they can withstand a single touch—something not possible with any of the other dangers.

Electricity/Fire Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Audio	Lethal Sounds	Toggles whether or not the sound associated with the lethal type is audible.

Plasma

Unlike the plasma flowing in your warm-blooded veins, this variety is decidedly lethal. Purple Plasma projectiles, while fun to say, are less pleasant to touch.

Plasma Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Color	Color	Set the color of the Plasma.
Audio	Lethal Sounds	Toggles whether or not the sound associated with the lethal type is audible.

Water

Players can splish-splash away without worry using Water, the only non-lethal projectile. Great for cooling off on a hot day or giving the car a good wash, water makes a fine projectile for those less interested in absolute destruction.

Projectile Sensor

A Projectile Sensor is on the lookout for these little orbs and is happy to activate whenever they are around.

Projectile Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Projectiles	Target Count	0-100.
	Current Counter	0-100 (maxes out at Target Count setting).
	Reset When Full	Yes/No.
Trigger	Projectile Types Detected	All, Fire, Electricity, Plasma, or Water.
	Include Rigid Connections	Yes/No.
Output	Invert Output	Yes/No.
Visuals	Length	1.0x-100.0x.
	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.
	Visible in Play Mode	Yes/No.
Audio	Sounds	Yes/No.

RACING

Finish Gate/Top-Down Finish Gate

Everyone wants a photo finish, but few stop to realize that the finish line is just as important as the photo. Make sure players don't sprint their tiny sack peoples' stuffed hearts out for nothing by always placing a Finish Gate at the end of a race.

Finish Gate Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.

Start Gate/Top-Down Start Gate

The hardest part of organizing a race is getting all the competitors at the Start Gate on time. The second hardest part is remembering to put up a Start Gate! No race can begin without a starting line, so make this your first step when setting up time trials.

Start Gate Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Time	Race Time	Set the amount of time players have to reach the finish line.
Behavior	Ignore Controlinator	Yes/No.

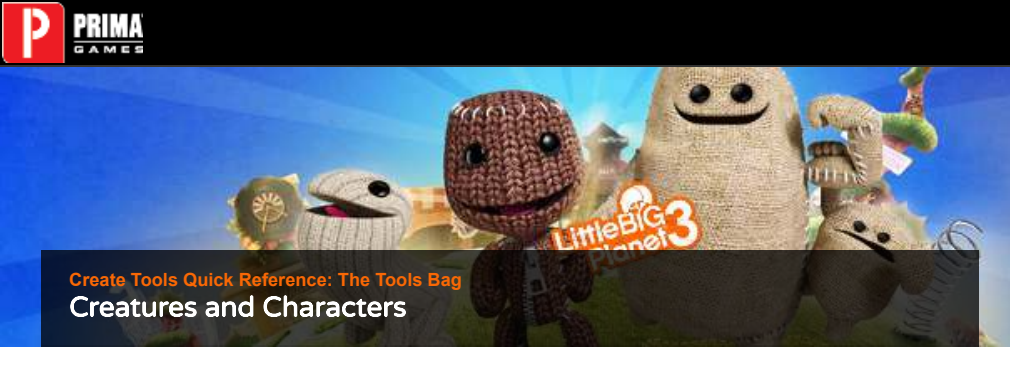
LIGHTS

Light

From a Lamp to a Plasma Globe, these decorative tools shed light in the darkness and add to the overall look of your levels.

Light Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Color	Color	Set color.
	Brightness	Set brightness between 0% and 200%.
Settings	Radius	Set radial glow from 0.0-∞.
	Fogginess	0%-400%.
Light Patterns	Strength	0%-100%.
	Width	0%-100%.
Input Action	Input Action	Dimmer or On/Off.
Color When Off	Color	Set color.
	Brightness	Set brightness between 0% and 200%.



Create Tools Quick Reference: The Tools Bag

Creatures and Characters

CREATURE SENSORS

Player Sensor

It's been said that 90 percent of success is showing up. When making a level, the other 10 percent of that equation is the Player Sensor. When a sack person saunters into its trigger range, it activates whatever output it's currently connected to.

Player Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Range	Minimum Detection Range	0-∞.
	Maximum Detection Range	0-∞.
	Trigger Angle Range	0°-360°.
	Layer Range	0-16.
Count	Number of Players Required	1-4.
	Require All Players	Yes/No.
	Detects Unspawned Players	Yes/No.
Character	Character to Detect	Select an adventurer.
	Reset	Clear selections and rest to a sack person.
Output	Invert Output	Yes/No.
Display	Show Radii in Play Mode	Yes/No.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.
	Visible in Play Mode	Yes/No.
	Color	Select color.

Sackpocket Item Sensor

Bringing the correct tool to the job is always important. This Sensor was built to ensure just that. It detects which Adventure Items are in a sack person's Sackpocket and reacts accordingly.

Sackpocket Item Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Adventure Item	Choose Adventure Item	Select an Adventure Item, including any My Sackpocket Items you have created.
Behavior	Required Quantity	1-100.
	Only When Equipped	Yes/No.
Range	Minimum Detection Range	0-∞.
	Maximum Detection Range	0-∞.
	Trigger Angle Range	0°-360°.
	Layer Range	0-16.
Output	Invert Output	Yes/No.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.
	Color	Select color.

Grab Sensor

Use this gadget with grabbable materials. It activates when a sack person grips it with their tiny knit hands.

Grab Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Behavior	Require All Players	Yes/No.
Character	Character to Detect	Select an adventurer.
	Reset	Clear selections and reset to a sack person.
Movinator Cursor	Cursor Detection	Grabbing, No, Hovering Over Any Object, or Hovering Over Grabbable Objects.
	Require Tag	Yes/No.
Output	Invert Output	Yes/No.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.
	Visible in Play Mode	Yes/No.
	Color	Select color.

Sticker Sensor

Slap this Sensor on an object you expect players to put a particular sticker on. It activates when the target sticker of your choosing is applied to the same object.

Sticker Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Item	Item	Choose Sticker, Decoration, or My Picture to activate Sensor.
Range	Sticker Detection Mode	Range and Object, Object Only, or Range Only.
	Maximum Detection Range	0-∞.
Output	Invert Output	Yes/No.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.
	Visible in Play Mode	Yes/No.
	Color	Select color.

State Sensor

This Sensor takes surveillance to the next level. Its activation criteria go beyond a simple Player Sensor to include the type of action being performed within detection range.

State Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
State	Choose State	Select a state from the available list.
	Detect State of	Creatures in Range or Creatures in Contact.
Character	Character to Detect	Select an adventurer.
	Reset	Clear selections and reset to a sack person.
Range	Minimum Detection Range	0-∞.
	Maximum Detection Range	0-∞.
	Trigger Angle Range	0°-360°.
	Layer Range	0-16.
Count	Number of Players Required	1-4.
	Require All Players	Yes/No.
	Detects Unspawned Players	Yes/No.
Output	Invert Output	Yes/No.
Visuals	Electronics and Cables Visibility	No/Switch Visible/Switch and Cables Visible.
	Visible in Play Mode	Yes/No.
	Color	Select color.

POWERUPS

Basic Powerup Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Behavior	Can Be Dropped	Determines whether or not players can drop the item after it's been equipped.

Jetpack

Accept no substitutes: this is the original Jetpack. It allows a sack person to fly within a defined tether range, giving players the power of flight without needing Swoop or making your level "fly out of" proof.

Unique Jetpack Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Tether Length	Tether Length	0.0-∞.

Tetherless Jetpack

This Tetherless Jetpack has all the get up and go of its tethered buddy, with none of the distance restrictions. Let's just see whether or not Swoop can keep up!

Grappling Hook

Players don't need to be the king of the jungle to swing with the best of them. The Grappling Hook provides countless hours of aerial acrobatic enjoyment as sack people swing through your level. Just make sure there are enough grapple points for them to swing from.

Hook Hat

Created for occasions when using your head is better than using your feet, the Hook Hat connects to Bendy Rails to allow a sack person grinding privileges.

Boost Boots

The single greatest video game trope is finally available to sack people. That's right, the coveted double jump is now possible with this fancy footwear.

Grabinators

Wearing these high-tech gloves gives a sack person extraordinary strength to pick up grabbable objects normally too massive for their tiny frame. Give these to players for a boost in upper sack body strength and a sizable uptick in objects thrown airborne.

Scuba Gear

When you don't want sack people desperately gasping for breath, Scuba Gear provides a limitless supply of oxygen to keep them swimming merrily. Place one in your level to give players ample breathing time to explore and soak up the craftsmanship that went into the level.

Creatinator

Like Athena from Zeus, the Creatinator allows objects to spring forth from a sack person's head fully formed. The speed and angle of these objects, as well as ammo supply, can be tailored to their purpose in your level. Think of them as portable Emitters—portable Emitters that can be aimed!

Creatinator Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Object to Emit	Set the object emitted by the Creatinator.
	Ammo	Determines the amount of ammunition the Creatinator has. Toggle between 1 and 1,000, or set to ∞.
	Max Emitted At Once	Set the maximum number of items the Creatinator can emit.
	Recycle Old Objects	Determines whether or not the oldest objects are destroyed when the maximum number has been reached.
Speed	Linear Velocity	Determines the speed at which the object emitted. Objects travel as soon as they are created.
	Angular Velocity	Set spin rotation on emitted objects.
	Accuracy	Set the accuracy of emitted objects. Toggle between 0% and 100%.
Timing	Rate of Fire	Set how much time passes between each emitted object.
	Lifetime	Set how long each emitted object exists before self-destructing.
Visuals	Visual Style	Goggles or Creatinator.
Effects	Create Effect	Determines the visual effect when the object is emitted (Appear, Expand, Fade).
	Destroy Effect	Determines the visual effect when the object is destroyed (Dissolve, Shrink, Explode, Fade, Splat, Fall Apart, Disappear).

Powerup Remover

When a tool you've given players has served its purpose, it's wise to pack up that plaything for the moment. An unavoidable Powerup Remover in a player's path is certain to lighten the load.

SPECIAL POWERUPS

Popit Powerup

The powers of Create Mode have been transplanted into Play Mode. Make no mistake—this is one of the most powerful Powerups to date. Use it carefully.

Popit Powerup Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Physics Properties	Dynamic Object/Static Object.
Inventory	Choose Goodies	Select Goodies bag items available in the Popit while the Powerup is active.
	Choose Tools	Select Tools bag items available in the Popit while the Powerup is active.
Controls	Popit Cursor	Yes/No.
	VCR Controls	Yes/No.
Special Properties	Grid Snap	None, Small, Medium, or Big.
	Freeze Sackboy When Paused	Yes/No.
Layer Boundaries	Front Layer	1-17.
	Back Layer	1-17.
Behavior	Can Be Dropped	Determines whether or not players can drop the item after it's been equipped.

Popit Powerup Tweaker

Given the immense power of the Popit Powerup, it is often necessary to augment the scope of what players can affect while using it. This Tweaker sets special rules to any object it is attached to.

Popit Powerup Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Can Be Selected	Determines whether or not the Popit Cursor can select an object. Yes/No.
Inventory	Choose Goodies	Select Goodies bag items available in the Popit while the Powerup is active.
	Choose Tools	Select Tools bag items available in the Popit while the Powerup is active.
Editing	Can Be	Select whether a selected object can be Resized, Copied, or Deleted. Yes/No.
Tweaking	Can	Select whether a player can Tweak Object, Tweak Logic, Tweak Connectors, or Hide. Yes/No.
Merging	Material Mergeable	Yes/No.
Behavior	Include Rigid Connections	Yes/No.
Effects	Highlight Strength	0%-100%.
Controls	Popit Cursor	Yes/No.
	VCR Controls	Yes/No.
Visuals	Visible in Play Mode	Yes/No.

Popit Cursor Sensor

This Sensor is set to detect that creative tangle known as the Popit Cursor.

Popit Cursor Sensor Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Trigger	Trigger On	Hover or Picked Up.
	Include Gadgets	Nothing, Can Tweak Logic, Can Tweak Connectors, or Logic and Connectors.
Behavior	Include Rigid Connections	Yes/No.
Output	Invert Output	Yes/No.
Visuals	Visible in Play Mode	Yes/No.

Powerup and Sackpocket Pedestals

These two pedestals are so similar, they might as well be sisters. Both are here to grant sack folk one of the new Adventure Items; they just differ on how long the sack people can keep it. The Powerup Pedestal works like a standard Powerup, whereas the Sackpocket version adds the item to a sack person's Sackpocket.

Pedestal Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Can Be Selected	Determines whether or not the Popit Cursor can select an object. Yes/No.
Adventure Item	Choose Adventure Item	Select from the Sackpocket Items or from My Sackpocket Items.
	Capture Sackpocket Item	Use this capture tool to collect Blaster Hand custom Powerups.
Display	New Item Bubble	Only available when gifting one of your My Sackpocket Items with the Sackpocket Pedestal. Yes/No.
Behavior	Can Be Dropped	Yes/No (Powerup Pedestal only).

Blaster Handle

The Blaster Hand is the single most creative, amazing, unexpected Powerup ever to grace the worlds of *LittleBigPlanet 3*—at least it could be, assuming that you make something with it. This unique tool allows you to make and capture your own Powerups. Place the Blaster Hand onto an object to open a special Circuitboard where you can direct the function and use of your tool.

Once it is ready, use the Capture Sackpocket Item function in the Global Stuff menu to add it to your inventory.

Blaster Handle Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Aiming	Grip	Blaster or Fist.
	Aiming Speed	0%-100%.
Behavior	Allow Grabbing/Climbing	Yes/No.
Visuals	Visible in Play Mode	Yes/No.
Audio	Enable Sounds	Yes/No.

SACKBOTS

Sackbot

The Sackbot is a sack person's best friend. Or enemy. Or anything else you choose to let them become. Sackbots are more advanced versions of ordinary creatures. They can look like anything (including characters from the Story levels), use a wide variety of animations, be decorated, and be made to act out an action you choose in one place or anywhere in the level (or just once). Best of all, Sackbots can be directly controlled with a Controlinator, and they even have room for multiple Behaviors on their Circuitboard.

Many Sackbot Tweaks actually affect their primary Behavior chip. Below are the primary Sackbot Tweaks only. See Behavior for the remaining items.

Sackbot Unique Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Multiple Forms	Is a Changeling	Yes/No.
	Change	Toggle Form Options of Changelings.
Character or Main/Alternate Form (Changelings)	Costume Selection	Custom Costume (you select Sackbot form and costuming), Copy Player 1-4 (copy one of the players' costuming options), or Copy Owner.
	Copy Form	Sackbot copies Costume and character form of matching player. Yes/No.
	Choose Creature Type	Set Sackbot form. Choose between a sack person, Toggle, Oddsock, or Swoop.
	Costume	Set Costume.
	Funny Head Size	Determines whether or not the Sackbot's head size is amusingly disproportionate to its body.
Display	Show Circuitboard	Determines whether or not the Circuitboard is visible.
	Stabilize Circuitboard	Yes/No.

Sackbot Behavior

Not every actor needs a huge script. Sackbots can easily work autonomously based on some very simple criteria. Set them to be hostile, to follow or flee, and guide everything from their ability to use the same Powerups as a normal player to their ability to jump, brave heights, move between layers, and more.

Sackbot/Behavior Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Visuals	Animation Style	Set the type of animations used by the Sackbot.
Expression	Expression Type	Set the Sackbot's mood (Happy, Sad, Scared, Angry, Neutral).
	Expression Level	Determines the three levels of expression intensity.
Behavior	Walking Speed	30%-150%.
	Behavior	Determines the Sackbot's behavior (Idle, Follow, Flee, Patrol, Act, Follow Waypoint).
Players (Active on Behavior: Follow and Flee)	Players	Lead or All.
Acting (Active on Behavior: Act)	Record	Record a custom acting animation for the Sackbot (Act Behavior only).
	Restart	Restart any current custom acting animation.
	Playback Mode	Determines whether the custom acting animation loops, and whether or not it resets its position in doing so (Loop Absolute, Play Once, Loop Relative).
	Recoded Sound	Yes/No.
Follow (Active on Behavior: Follow Waypoint)	Follow Tag Color	Set a Tag Color.
	Select or Tweak a Tag Label	Choose from a list of available named Tags to follow.
Trigger	Awareness Radius	Set the radius in which the Sackbot can detect players or Tags.
	Layer Detection	0-16.
AI Tweaks	Can Change Layer	Yes/No.
	Right-Handed	Yes/No.
	Can Jump	Yes/No.
	Can Swim	Yes/No.
	Afraid of Danger	Yes/No.
	Is Hostile	Yes/No.
	Afraid of Heights	Yes/No.
Powerups	Can Use Creatinator	Yes/No.
	Can Use Grabinators	Yes/No.
	Can Use Controlinator and Movinator	Yes/No.
	Can Use Brain Crane	Yes/No.
	Can Use Hero Cape	Yes/No.
Look At	Looks Around	Determines whether or not the Sackbot turns to look at the player.
	Looks at Tag	Determines whether or not the Sackbot turns to look at Tags of the specified color.
	Looks Directly Toward Things	Determines whether or not the Sackbot tracks objects and can look straight out.
Target	Tag Color	Set the color of Tags the Sackbot tracks and interacts with.
	Select or Tweak a Tag Label	Keep track of your Tags by labeling them.

Magic Mouth

Got a message for players in your level? Stick a Magic Mouth onto a surface or creature. As a sack person approaches, a speech bubble appears with a message of your choosing. You can also attach dramatic camera angles and even player-recorded messages when you are looking for something extra flashy.

Magic Mouth Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Text	Speech	Set the text to be displayed in the Magic Mouth's speech bubble.
	Display Subtitles	Displays the text as subtitles when the Magic Mouth is used with a Sequencer.
Display	Display	Sets the type of presentation for the Magic Mouth's message. Switch between Bubble, Subtitle, and None.
	Bubble Style (Only Available with Display: Bubble)	Speech, Thought, or Caption.
	Position On Screen	Select the screen quadrant for the Bubble.
Speech	Voice Type	Determines whether or not audio accompanies the Magic Mouth's text bubble. Choose between the available voices, or record your own (None, Gibberish Voice, Recorded).
	Choose Voice (Speech: Gibberish Voice only)	Select from available voices.
	Ducker	Lowers the volume of any currently playing music during speech playback.
Trigger	Trigger Radius	0.0-∞.
	Layer Detection Range	0-16.
	Input Action	Determines what effect a connected input has on the Magic Mouth (On/Off, One-Shot).
Behavior	Auto Close	Yes/No.
	Skippable	Yes/No.
Camera	Movie Camera	Determines whether or not the camera switches to a letterboxed, cinematic view with the angle and zoom of your choice when the Magic Mouth is triggered.
Visuals	Visible in Play Mode	Determines whether or not the Magic Mouth is visible in Play Mode.
Actor Name	Select or Tweak an Actor Name	Choose or enter a name for the Magic Mouth.

CHARACTER TWEAKERS

Character Tweaker

The Character Tweaker has all the power of the Character Changer in a very small package. It is very useful when a change is mandatory, or as part of a Microchip flow.

Character Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Character	Choose Creature Type	Select a sack person, Toggle, Oddsock, or Swoop.
	Multiple Characters	Yes/No.
	Character To Change Back To	Select a sack person, Toggle, Oddsock, or Swoop.
	Reset	Default back to a sack person.
Visuals	Visible in Play Mode	Yes/No.

Kill Tweaker

The Kill Tweaker is not being coy in its naming. This thing is deadly! Be very careful in the Tweaks menu: the few options there hold devastating consequences to the players of your levels.

Kill Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Effect	Death Effect	Select from Confetti, Fire, Electricity, Spikes, Horrible Gas, Drowning, Plasma, and None.
Affects	Kills	Owner (kills all players but the activating player), Activating Player, Everyone.
Visuals	Visible in Play Mode	Yes/No.

Sackpocket Tweaker

This tool is like a fickle pickpocket that can ply its trade to give or take away. Use the Sackpocket Tweaker to grant or remove items from a player's Sackpocket.

Sackpocket Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Adventure Item	Choose Adventure Item	Select from Sackpocket items or My Sackpocket Items.
Behavior	Input Action	Add, Remove, Add & Equip.
	Quantity	Set between 1 and 1000, or ∞.
	Affects	Activating Player or All.
Display	New Item Bubble	Yes/No.
Visuals	Visible in Play Mode	Yes/No.

Gameplay Tweaker

The building blocks of the Craftverse tremble before the raw possibilities of the Gameplay Tweaker. Seriously, just ask Cardboard—it's utterly terrified! This Tweaker can override almost any standard gameplay element, so use it with care.

Gameplay Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Movement	Movement Type	All, Walking, or Swimming.
	Movement Modifier	-1000%-1000%.
	Can Grab	Yes/No.
	Can Climb	Yes/No.
Jumping	Jump Modifier	0%-1000%.
	Air Steering	0%-1000%.
Layers	Disable Automatic Layer Change	Yes/No.
	Disable Manual Layer Change	Yes/No.
	Manual Jump Down	Level Setting, Yes, No.
	Affects	Owning Character, Activating Character, or All.
Input Action	Input Action	On/Off, Movement Speed Scale, Jump Speed Scale.
Vulnerability	Set Vulnerability	Yes/No to Fire, Electricity, Plasma, Crush, Spikes, Horrible Gas, Drowning, and Explosions.
Visuals	Visible in Play Mode	Yes/No.

ANIMATORS

Character Rotator

Put a whole new spin on your characters by using this nifty rotator. It's designed especially for making characters in a level rotate as quickly as you want on whichever axis you desire.

Character Rotator Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Speed	Yaw Speed	Set the speed of rotation along the x-axis. Toggle between -1500 and 1500.
	Pitch Speed	Set the speed of rotation along the y-axis. Toggle between -1500 and 1500.
	Roll Speed	Set the speed of rotation along the z-axis. Toggle between -1500 and 1500.
Input Action	Input	Determines what effect a connected input has on the Character Rotator (Start/Stop, Forwards/Backwards, Start playing forwards!, Start playing backwards!, Speed Scale, Positional).
Actor Name	Select or Tweak an Actor Name	Choose the target character affected by the Character Rotator from the list of available Actor Names.
Visuals	Visible in Play Mode	Determines whether or not the Character Rotator is visible in Play Mode.

Character Animation Tweaker

Nothing brings characters to life quite like animation. The Character Animation Tweaker gives you a large Circuitboard to work with, upon which you can construct animation sequences for your characters. After choosing a base animation to begin with, you can customize the sequencer Circuitboard to have the animations change as you see fit.

Character Animation Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Rotation	Override Default Rotation?	Determines whether the Character Animation Tweaker takes precedence over any existing character rotation.
	Yaw Angle	When set to Override Default Rotation, specify the starting yaw value when the animation begins.
	Pitch Angle	When set to Override Default Rotation, specify the starting pitch value when the animation begins.
	Roll Angle	When set to Override Default Rotation, specify the starting roll value when the animation begins.
Animation	Animation	Choose an animation from the numerous categories and sub-categories available.
Behavior	Animation Speed	Set the speed of the chosen animation. Toggle between -1,000% and 1,000%.
	Animation Start	Choose how far into the full animation cycle it should begin.
	Animation End	Choose how far into the full animation cycle it should end.
	Loop	Toggle whether or not the animations you set loop after they finish.
	Reset if Inactive	When enabled, the animation resets when the character is not being animated.
Input Action	Input	Determines what effect a connected input has on the Character Animation Tweaker (Start/Stop, Forwards/Backwards, Start playing forwards!, Start playing backwards!, Speed Scale, Positional).
Blending	Animation Blend Action	Choose the manner of transitioning between different animations placed on a Character Animation Tweaker Circuitboard (Automatic Blend, Manual Blend, Sequencer Relative).
	Blend Time	Specify the amount of type that elapses when blending between animations (Automatic Blend only).
Actor Name	Select or Tweak an Actor Name	Choose the target character affected by the Character Animation Tweaker from the list of available Actor Names.
Visuals	Visible in Play Mode	Determines whether or not the Character Animation Tweaker is visible in Play Mode.
	Show Circuitboard	Determines whether or not the Circuitboard is visible.
	Color	Set the color of the Character Animation Tweaker to help keep track of it.

Object Animation Tweaker

Objects don't necessarily have to sit there like a still life painting. Like the Character Animation Tweaker, with the Object Animation Tweaker, you can access a large Circuitboard sequencer to program the animation of the object it's attached to.

Object Animation Tweaker Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Behavior	Animation Speed	Set the speed of the chosen animation. Toggle between -1,000% and 1,000%.
	Animation Start	Choose how far into the full animation cycle it should begin.
	Animation End	Choose how far into the full animation cycle it should end.
	Loop	Toggle whether or not the animations you set loop after they finish.
	Reset if Inactive	When enabled, the animation resets when the object is not being animated.
Input Action	Input	Determines what effect a connected input has on the Object Animation Tweaker (Start/Stop, Forwards/Backwards, Start playing forwards!, Start playing backwards!, Speed Scale, Positional).
Visuals	Show Circuitboard	Determines whether or not the Circuitboard is visible.
	Visible in Play Mode	Determines whether or not the Object Animation Tweaker is visible in Play Mode.
	Color	Set the color of the Object Animation Tweaker to help keep track of it.

Decoration Mount

There are some Decorations that are just too good-looking not to use. But sometimes, you might not necessarily want them attached to a material and weighed down. The Decoration Mount does that and more. Not only can you attach any Decoration to the invisible Decoration Mount, you can even tweak it to scale the attached Decorations either over time or permanently.

Decoration Mount Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Properties	Position in Layer	Adjust the Decoration's position within the layer. Toggle between -10 and 10.
Left/Right	Minimum X-Axis Scale	Set the minimum dimension of the Decoration along the x-axis, relative to its normal size. Toggle between 0% and 400%. It cannot exceed the Maximum X-Axis Scale.
	Maximum X-Axis Scale	Set the maximum dimension of the Decoration along the x-axis, relative to its normal size. Toggle between 0% and 400%. It cannot be lower than the Minimum X-Axis Scale.
Up/Down	Minimum Y-Axis Scale	Set the minimum dimension of the Decoration along the y-axis, relative to its normal size. Toggle between 0% and 400%. It cannot exceed the Maximum Y-Axis Scale.
	Maximum Y-Axis Scale	Set the maximum dimension of the Decoration along the y-axis, relative to its normal size. Toggle between 0% and 400%. It cannot be lower than the Minimum Y-Axis Scale.
In/Out	Minimum Z-Axis Scale	Set the minimum dimension of the Decoration along the z-axis, relative to its normal size. Toggle between 0% and 400%. It cannot exceed the Maximum Z-Axis Scale.
	Maximum Z-Axis Scale	Set the maximum dimension of the Decoration along the z-axis, relative to its normal size. Toggle between 0% and 400%. It cannot be lower than the Minimum Z-Axis Scale.
Timing	Time	Set the amount of time it takes for the Decoration to go from the minimum axis values to the maximum.
	Pause	Set how long a pause occurs after the span of time set under Time.
	Sync	Use this value to synchronize the movement of the attached Decoration with other objects in your level that support it.
Behavior	Input Action	Determines what effect a connected input has on the Decoration Mount (Start/Stop, Forwards/Backwards, Single Cycle, Speed Scale, Positional).
	Scale From Top	Set whether the Decoration scaling starts at the normal 100%.
Visuals	Color	Set the color of the Decoration Mount to help keep track of it.
	Brightness	Determines how bright the Rotating Disc appears. Toggle between 0% and 100%.

Rotating Disc

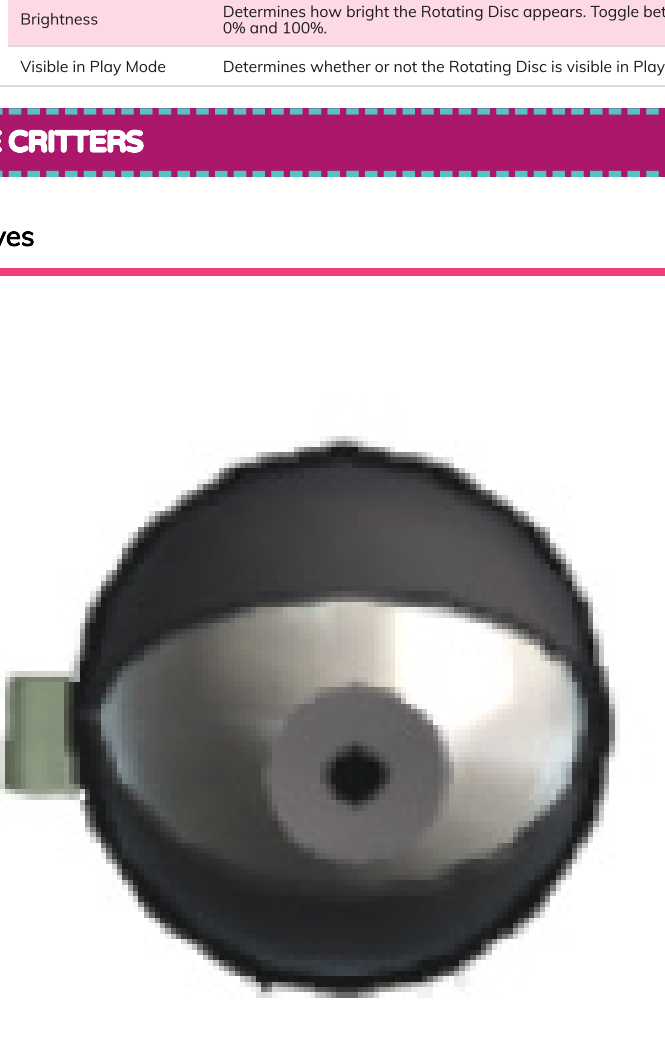
Want players to get a good look at an object or Decoration from all angles? Attach it to a Rotating Disc. This tool turns any old room into a showroom to showcase whatever treasures you see fit to display.

Rotating Disc Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Speed	Rotation Speed	Determines the speed at which the disc and any objects upon it spin.
Input Action	Input Action	Determines what effect a connected input has on the Rotating Disc (On/Off, Speed Scale).
Visuals	Color	Set the color of the Rotating Disc to help keep track of it.
	Brightness	Determines how bright the Rotating Disc appears. Toggle between 0% and 100%.
	Visible in Play Mode	Determines whether or not the Rotating Disc is visible in Play Mode.

SIMPLE CRITTERS

Magic Eyes



The Normal, Evil, and Cute varieties of Magic Eyes follow the movement of players passing by their watchful gazes. Attach them to surfaces or creatures to keep an eye (or several) on players.

Magic Eye Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Color	Color	Set the color for the Magic Eye.

Creature Brains

Give the gift of life to whatever object you attach the Creature Brain to. They come in two varieties, protected and unprotected, depending on if you want them vulnerable to being popped. Creatures brought to life with these can be instructed to follow, flee, or ignore a sack person. Additionally, you can also tweak their vulnerabilities, destroy effects, and movement.

Creature Brain (Protected/Unprotected) Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Behavior	Behavior	Determines how the creature interacts with players (Ignore, Follow, Flee).
	Input Action	Determines what effect a connected input has on the creature (On/Off, Kill!).
	Awareness Radius	Set the radius in which the creature can detect players.
Vulnerable?	Vulnerable to Lethal Materials	Determines whether or not creatures are destroyed when making contact with lethal materials.
	Destroy Effect	Determines the visual effect when the creature is destroyed (Dissolve, Shrink, Explode, Fade, Splat, Fall Apart, Vaporise, Confetti, Disappear).
Movement	Movement Speed	Determines the speed of the creature. Toggle between 0% and 400%.
	Jumping Strength	Determines the strength of a legged creature's jump. Toggle between 0% and 300%.
	Jump Interval	Set the amount of time between jumps.
	Jump Phase	Set a value to synchronize the movement of jumping creatures.

Wheel

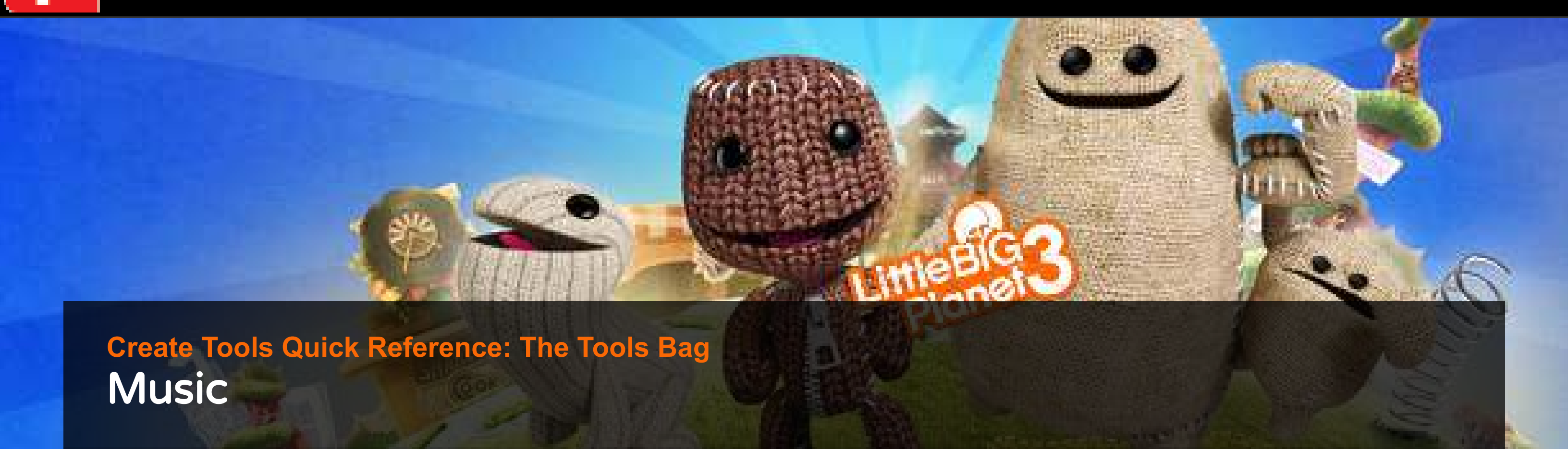
For creatures that dwell on smooth paths and like to roll with the punches, wheels are an ideal way to get around. Attach a creature brain to give life to your creature and locomotion to its wheels.

Leg

Your creatures haven't got a leg to stand on until you attach one to it. Once a Creature Brain is attached, these stubby little appendages allow them to scurry about.

Creature Navigator

As proud as you are of your customized creature, there are some places in a level where they simply have no place. Stick a Creature Navigator to any surface or object to cause approaching creatures to turn tail.



Music

SOUND OBJECT

Music

During that epic journey around the globe, your sack person listened and grooved to many tunes. Those same songs can now delight the ears of anyone playing your own level. Sample all of the tunes available by hovering over the icon in the Music section of the Tools bag. Once you have found that perfect piece for your level, select the icon, and place the music object anywhere you want it to be heard.

Music Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Volume	Track Volume	Adjust the volume of the music object. Toggle between 0% and 100%.
Start Point	Start Point	Choose the point where the music begins playback.
Trigger	Trigger Radius	Establishes the radius a sack person must be in to activate music object.
	Layer Detection Range	Establishes the maximum layer distance a sack person may be from the music object in order to activate it. Toggle between 0 and 16.
Visuals	Visible in Play Mode	Determines whether or not the music object is visible in the level.

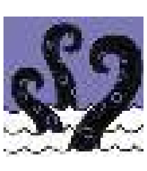
Music-Interactive

Among all the songs that grace *LittleBigPlanet 3*, the Creator Curator's themes are special in their own right. Those generous denizens of Craftverse have allowed you to further tweak their trademark themes.

Music-Interactive Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Mixer	Various Instruments	Adjust the volume for each instrument making up the music object. Toggle between 0% and 100%.
Start Point	Start point	Choose the point where the music begins playback.
Trigger	Trigger Radius	Establishes the radius a sack person must be in to activate music object.
	Layer Detection Range	Establishes the maximum layer distance a sack person may be from the music object in order to activate it. Toggle between 0 and 16.
Visuals	Visible in Play Mode	Determines whether or not the music object is visible in the level.

Music-Cinematic

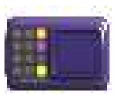


It's important to have the right music when letting your players sit back, relax, and relish a tastefully crafted cutscene. Cinematic tunes are perfect for such an occasion.

Music-Cinematic Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Mixer	Various Instruments	Adjust the volume for each instrument making up the music object. Toggle between 0% and 100%.
Start Point	Start point	Choose the point where the music begins playback.
Trigger	Trigger Radius	Establishes the radius a sack person must be in to activate music object.
	Layer Detection Range	Establishes the maximum layer distance a sack person may be from the music object in order to activate it. Toggle between 0 and 16.
Visuals	Visible in Play Mode	Determines whether or not the music object is visible in the level.

Music Sequencer

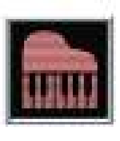


The *LittleBigPlanet 3* song list is epic and all, but sometimes, even those masterpieces don't mesh with every level you create. Why not take a crack at composing your own with the brand-new Music Sequencer? Simply place it into your level like you would with any other song to get your composition started.

Music Sequencer Adjustments

ADJUSTMENT TYPE	ADJUSTMENT NAME	EFFECT
Basic Settings	Sequencer Name	Enter a name for your tune.
Volume	Number of Volume Sliders	Set the number of volume sliders. Toggle between 1 and 6.
	Channel #	Adjust the volume slider for each channel. Toggle between 0% and 100%.
Trigger	Trigger Radius	Establishes the radius a sack person must be in to activate the music object.
Behavior	Tempo	Adjust the speed of the music. Toggle between 30bpm and 240bpm.
	Swing	Determines the delay and movement of your notes. Toggle between 0% and 100%.
	Loop	Toggle whether or not the track repeats.
Effects	Echo Time	Change the length of echo time. Toggle between 1.0 and 16.0.
	Echo Feedback	Set the amount of feedback in the echo. Toggle between 0% and 100%.
	Echo Mix	Set the volume of the echo. Toggle between 0% and 100%.
	Reverb Setting	Adjust the echo settings to mimic a room type (Small Room, Room, Bright Plate, Hall, Big Hall, Cathedral).
Visuals	Show Circuitboard	Determines whether or not the Circuitboard is visible.
	Visible in Play Mode	Determines whether or not the Music Sequencer can be seen in Play Mode.
	Color	Set the color of the Music Sequencer to help keep track of it.

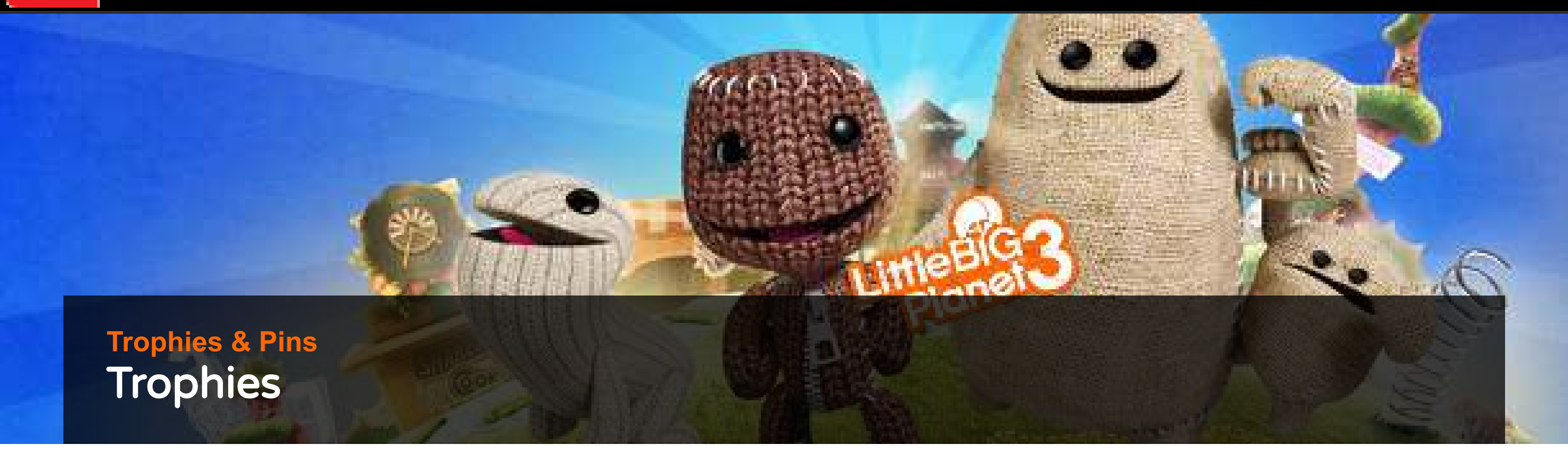
Sequencer Instruments



Want a twangy guitar riff for your Western level? How about some beep and bops for your classic arcade game? The Music Sequencer has many unique instruments to play around with. Select one or more instruments from the Music section of the Tools bag. Place the icon onto the Music Sequencer Circuitboard. Once placed, highlight the instrument, and press ▣ to bring up a piano roll. Lay down some notes on it, and voila! You have an epic theme song created just for your level.

Instrument Adjustments

ADJUSTMENT TYPE	ADJUSTMENT ACTION	EFFECT
Keys	Input notes	After placing the Instrument on the Sequencer, press I in menu to access the Keys screen. Place notes on piano roll to form a melody or beat for a track. Press I again to access the Tweak menu.
	Sequencer Name	Name your Instruments to distinguish between duplicates.
Mix	Level	Adjust the Instrument's volume level. Toggle between 0% and 100%.
	Pan	Balance the Instrument audio between the left and right speakers. Toggle between 0% and 100%.
	Echo Adjust	Determines the amount of Echo produced. Toggle between 0% and 100%.
	Reverb Send	Determines the strength of the Instrument's reverb. Toggle between 0% and 100%.
Key	Musical Scale	Change the scale of the notes (Major, Minor, Pentatonic, Blues, Chromatic).
	Musical Key	Change the tone of the notes.
Visuals	Color	Set the color of the Instrument to help keep track of it.



BRONZE TROPHIES

Adventurous

HEART SOMEONE ELSE'S PUBLISHED COMMUNITY ADVENTURE

Biggy and Smalls

CHANGE INTO TOGGLE

Curator

CREATE A PLAYLIST IN-GAME

Mapper

APPLY STICKERS, APPLY DECORATIONS, OR CHANGE THE MATERIALS ON AN ADVENTURE MAP

Moon on a Stick

USE THE STICKER SWITCH TO MAKE THE MOON FALL OFF OF ITS STICK

New School

PLACE A HOOK HAT IN A CREATED LEVEL

Old School!

USE A POWERUP FROM *LITTLEBIGPLANET 2* (JETPACK, GRABINATOR, GRAPPLING HOOK, CREATINATOR, CAPE, VITANATOR, MOVINATOR)

One Odd Sock

CHANGE INTO ODDSOCK

She's Gonna Blow

GET THE THERMOMETER TO ITS MAXIMUM SETTING IN CREATE MODE

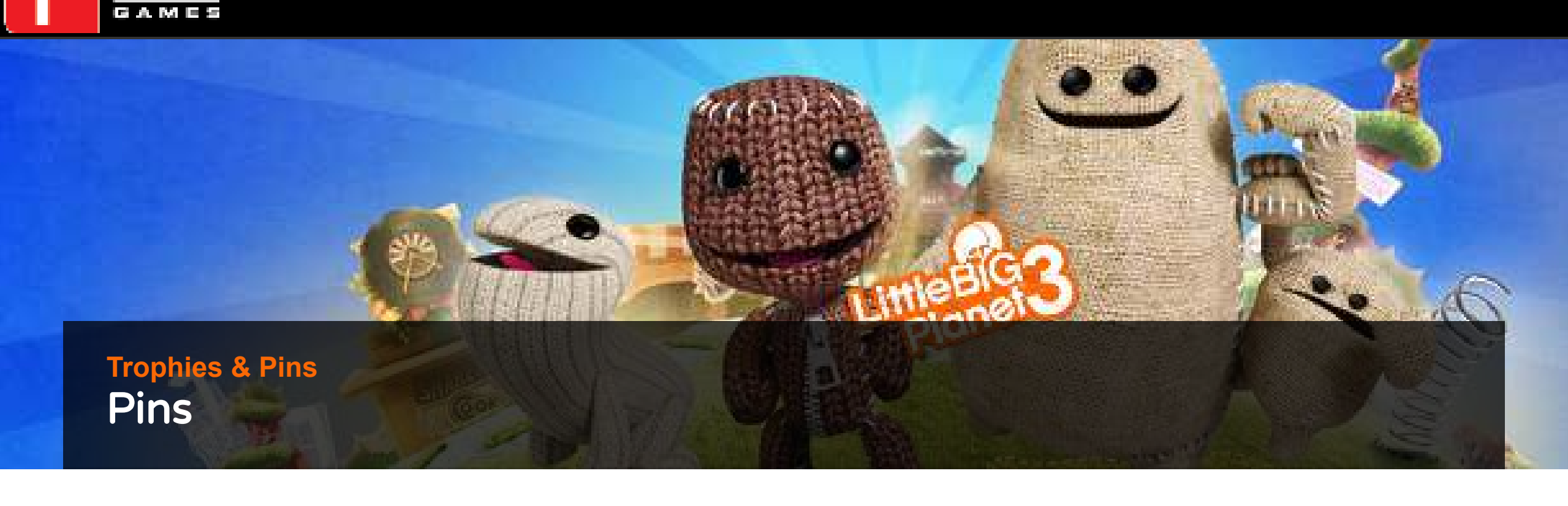
Flapper

CHANGE INTO SWOOP

Hard Tryer

COMPLETE ALL OF THE POPIT ACADEMY TERM 1 LEVELS

Let's Go on an Adventure!



Trophies & Pins

Pins

Trophies are popular rewards for accomplishing various tasks in games, but *LittleBigPlanet 3* also offers another set of accomplishments for curious, courageous, and creative compadres such as yourself. These additional accolades are known as Pins. Simply put, Pins are like Trophies, but they require you to drill even deeper into the *LittleBigPlanet 3* experience. Often, the first time you do something important, such as Ace a Story level or summon a Sackbot in Create Mode, you are awarded a Pin. Up to three of the Pins you earn can be posted to your Profile for the world to see, so don't be shy—show off your most prized accomplishments!

CREATE

Cartographer

CREATE AN ADVENTURE MAP

Change. Change. Change. Change. Change.

PLACE A CHARACTER CHANGER IN A LEVEL

Cross the Streams

CREATE A STREAMING LEVEL

Decoration Station

PLACE A STICKER OR DECORATION INSIDE OF YOUR POD, OR IMPORT AN ALREADY DECORATED POD WITH A PROFILE

Did You Hear That?

USE THE AMBIENT SOUND SLIDER IN THE POPIT

I Made It Myself…

CREATE A POWERUP IN CREATE MODE

I. AM. INVINCIBLE!

USE THE CHARACTER TWEAKER TO MAKE YOURSELF OR ANOTHER PLAYER IMMUNE TO DANGERS, AND THEN MAKE CONTACT WITH A DANGEROUS MATERIAL OR EXPLOSIVE

Make It Rain!

PLACE COLLECTABELLS IN YOUR LEVEL

Mapper

APPLY STICKERS, APPLY DECORATIONS, OR CHANGE THE MATERIALS ON AN ADVENTURE MAP

Meanie

USE THE KILL TWEAKER CHIP TO KILL YOURSELF OR ANOTHER PLAYER

Never Give Up

TWEAK A CHECKPOINT OR LEVEL ENTRANCE TO HAVE INFINITE LIVES

New School

PLACE A HOOK HAT IN A CREATED LEVEL

Old School!

USE A POWERUP FROM *LITTLEBIGPLANET 2* (JETPACK, GRABINATOR, GRAPPLING HOOK, CREATINATOR, CAPE, VITANATOR, MOVINATOR)

Pretty Planets

APPLY STICKERS, APPLY DECORATIONS, OR CHANGE THE MATERIAL ON THE EARTH OR THE MOON

Preview This!

PRESS L3 TO ENTER THE PREVIEW MODE

She's Gonna Blow

GET THE THERMOMETER TO ITS MAXIMUM SETTING IN CREATE MODE

Simon Says

ACTIVATE EACH OF THE STATE SENSOR'S DIFFERENT STATES

Slippery Slope

CREATE A SLIDE IN CREATE MODE

Terraformer

USE THE BACKGROUND MOVER TOOL

The Best Laid Plans…

WIN BOTH CONTRAPTION CHALLENGES (JOUST IN TIME AND THE WHEEL DEAL)

They Can Swim?

PUT A SACKBOT UNDERWATER

Tripod

LOCK THE CAMERA IN PLACE USING L3

We Have to Go Deeper…

CREATE A LEVEL THAT USES ALL 16 LAYERS

Whatever the Weather

USE WEATHER MATERIAL IN A LEVEL

You Break It, You Buy It!

USE THE SHARDINATOR TOOL ON A PIECE OF MATERIAL

PLAY – GENERAL

General Pins have multiple tiers of rewards. In this case, only the highest level of accomplishment is listed.

Big Boots

MULTI–TIER: NO
PICK UP THE BOOST BOOTS

Biggy and Smalls

MULTI–TIER: NO
CHANGE INTO TOGGLE

Blink and You'll Miss It…

MULTI–TIER: NO
PICK UP THE BLINK BALL

Bouncing Off the Walls

MULTI–TIER: YES
PERFORM 500 WALL JUMPS AS ODDSOCK

Corporate Ladder

MULTI–TIER: YES
CLIMB 500 METERS

Flapper

MULTI–TIER: NO
PLAY AS SWOOP

Genius at Play

MULTI–TIER: NO
PICK UP THE POPIT POWERUP

Glide Hard

MULTI–TIER: YES
AS SWOOP, GLIDE FOR A TOTAL OF 60 MINUTES

Hey Big Spender!

MULTI–TIER: NO
SPEND COLLECTABELLS IN A COMMUNITY ADVENTURE LEVEL

High Flyer

MULTI–TIER: NO
AS SWOOP, FLY AS HIGH AS POSSIBLE

Hook, Line, and Sinker…

MULTI–TIER: NO
PICK UP THE HOOK HAT